ISSUE 6
FREE WITH ISSUE 235 OF COMPUTER AND VIDEO GAMES

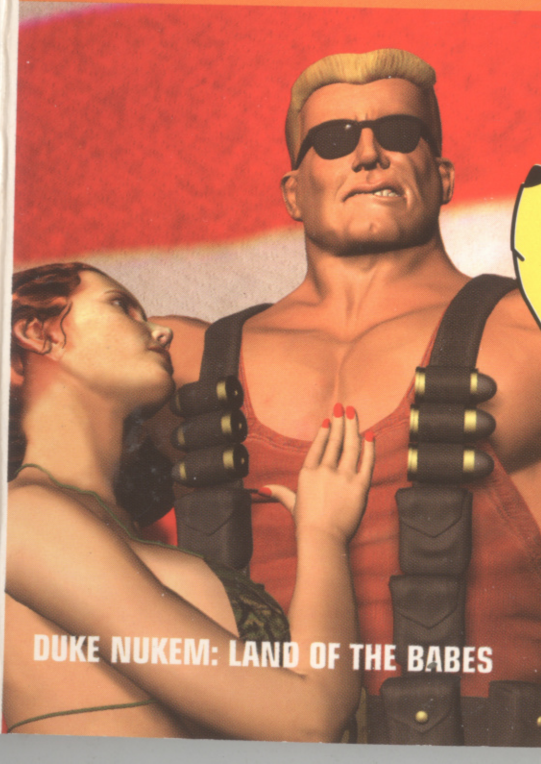
NOT TO BE SOLD SEPERATELY

SKIES OF ARCADIA STARWARS STARFIGHTER DUKE NUKEM POKEMON GOLD & SILVER

SKIES OF ARCADIA

STAR WARS STARFIGHTER

THE OFFICIAL computer and video GAMES GUIDE


DUKE NUKEM: LAND OF THE BABES

POKEMON GOLD AND SILVER

Free with Issue 235 of Computer and Video Games

FREE TIPS & CHEATS FROM THE TEAM YOU CAN TRUST

The Masters

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Contents

POKEMON GOLD AND SILVER 6

Wild LAPRAS appeared!

All the advanced Pokemon info. Includes TM list, breeding advice, game help and evolution tips.

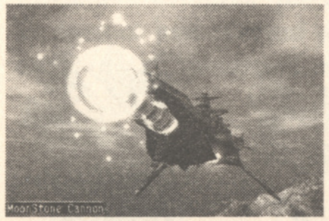
STAR WARS STARFIGHTER 38

You can't help but hum the Star wars theme while playing this! Here's a full flythrough.

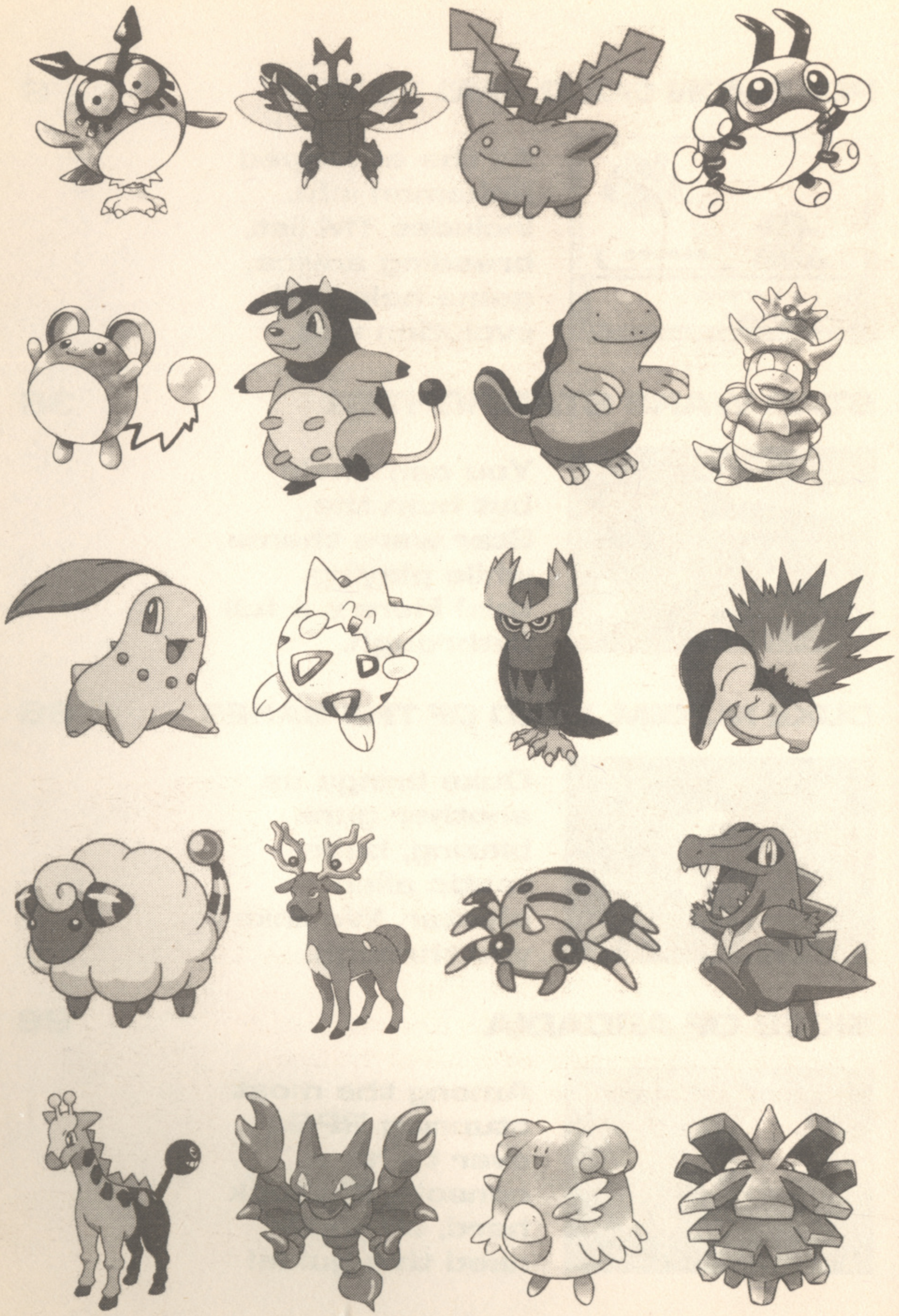
DUKE NUKEM: LAND OF THE BABES 68

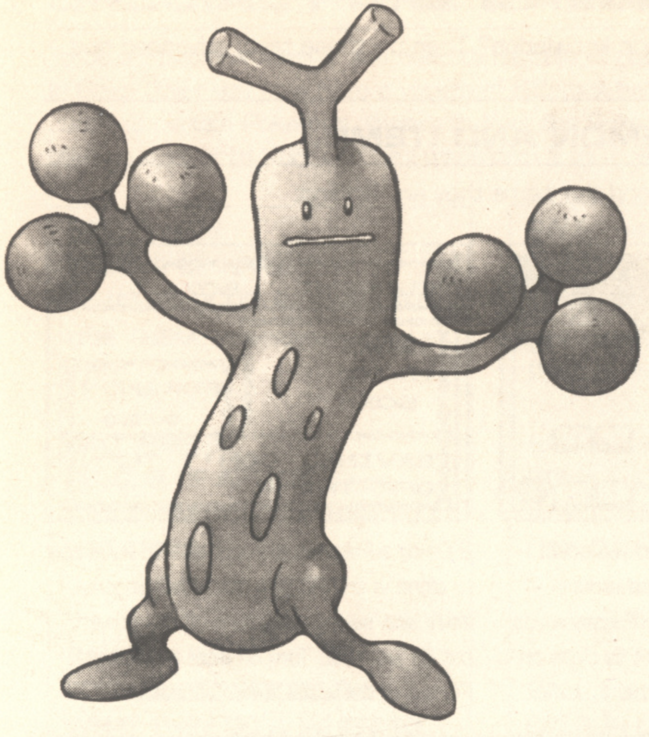
Duke brings us another guns blazing, babe-tastic alien blaster. We take you through.

SKIES OF ARCADIA 98



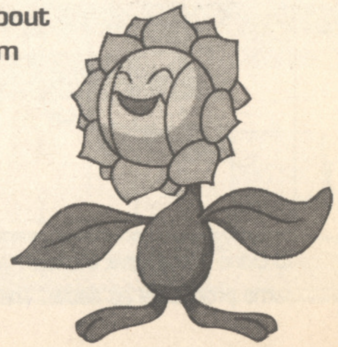
Among the most stunning RPGs ever to hit a console. It's rock hard, so you'll need this guide!





POKEMON GOLD & SILVER

To be really good you must know everything about Pokemon. Whether you've collected all the Gym Badges or just started your adventure this advanced guide should come in pretty handy.

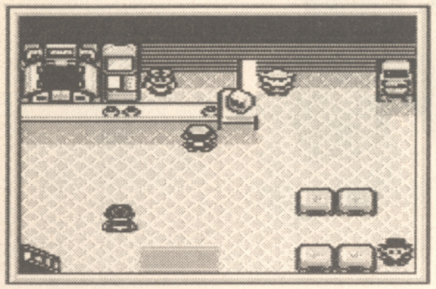


ADVANCED TIPS

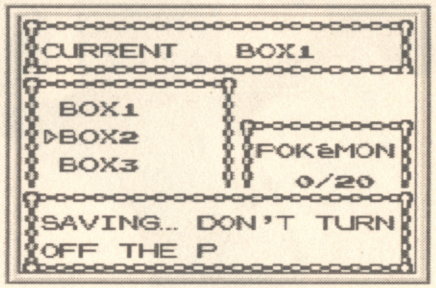
Hungry for more Pokemon knowledge? Then try these tasty advanced tips.

CLONING POKÈMON AND ITEMS.

How to clone Pokemon and the items they are holding.



(WARNING do this wrong and you could lose items and Pokemon.) Lets start doubling up. 1) When cloning Pokemon you place the critter that you want to clone on your team, then save the game.



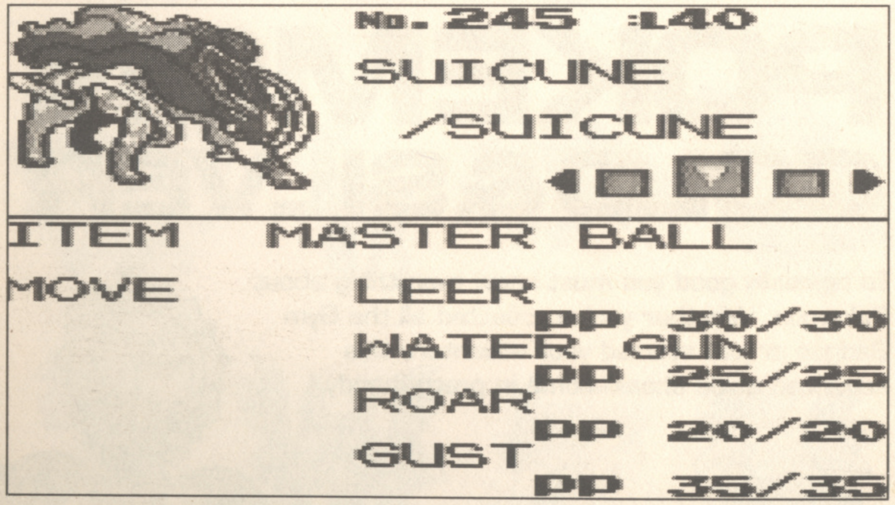
CURRENT BOX1

BOX1
▷BOX2
BOX3

POKéMON
0/20

SAVING... DON'T TURN
OFF THE P

2-Go to a Poke centre and put the Pokemon to clone in any PC box, then change box. You'll see 'saving don't turn off the power' but do just that. Turn off once the letters PO out of the word power appear.



No.245 :L40
SUICUNE
/SUICUNE

ITEM MASTER BALL
MOVE LEER
PP 30/30
WATER GUN
PP 25/25
ROAR
PP 20/20
GUST
PP 35/35

To clone items, give the item you want to duplicate to any Pokemon to hold, and follow the same procedure as above. The cloned Pokemon should also be holding the item.

SPECIAL POKÈ BALLS

To be a Pokemon master you need to be able to catch the best Pokemon. In Gold/Silver you now have a variety of different balls to choose from for catching certain Pokemon, thanks to Kurt the Poke ball maker. You simply take an apricot to Kurt and he'll transform it to a new Pokeball.

BALL: Lure Ball
COLOUR OF APRICOT: Blue
WHAT THEY DO & WHEN TO USE THEM: For Pokemon hooked on a rod.

BALL: Friend Ball
COLOUR OF APRICOT: Green
WHAT THEY DO & WHEN TO USE THEM: Improves the mood of captured Pokemon.

BALL: Love Ball
COLOUR OF APRICOT: Pink
WHAT THEY DO & WHEN TO USE THEM: Good at capturing Pokemon of the opposite gender.

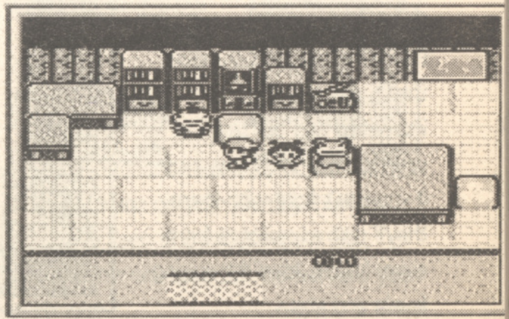
BALL: Level Ball
COLOUR OF APRICOT: Red
WHAT THEY DO & WHEN TO USE THEM: Good at capturing PokÈmon with lower levels than yours.

BALL: Fast Ball
COLOUR OF APRICOT: White
WHAT THEY DO & WHEN TO USE THEM: Most effective against Pokemon who try to flee, such as Abra.

BALL: Heavy Ball
COLOUR OF APRICOT: Black
WHAT THEY DO & WHEN TO USE THEM: Good at capturing Pokemon that weight a lot,such as Lapras and Snorlax

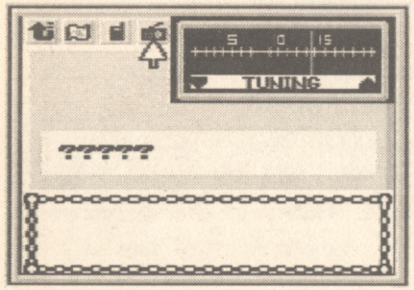
BALL: Moon Ball
COLOUR OF APRICOT: Yellow
WHAT THEY DO & WHEN TO USE THEM: This ball is especially effective when capturing Pokemon that, once they reach a high enough level then require a Moon Stone to evolve.

Unlike Red, Blue or Yellow, there are many different, new types of Poke Balls you can own. They all have different specialties so get to know 'em all! You don't want to be caught in a situation where you've got to think quick and don't know which to use.



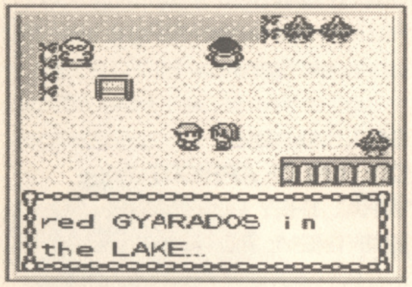
UNOWN RADIO CHANNEL

Here's a handy little extra for you if the normal music is driving you bonkers! A new, hidden radio channel just for Pokexperts.



Enter the Ruins of Alph and access your radio. Between channels fourteen and twenty you will be able to tune in to a ?????? radio channel with unique Unown music. Cool!

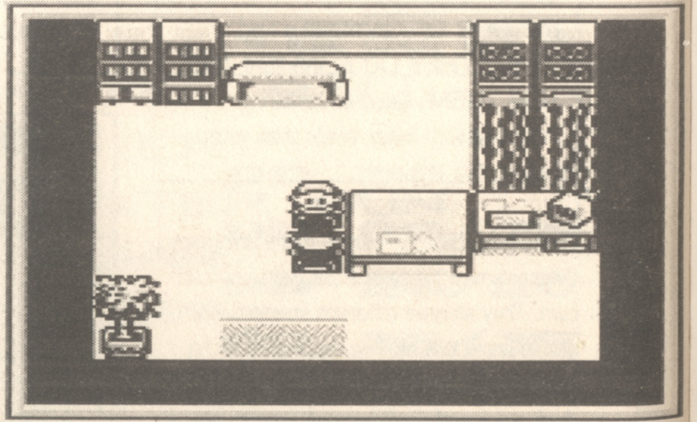
EXPERIENCE SHARE



red GYARADOS in
the LAKE...

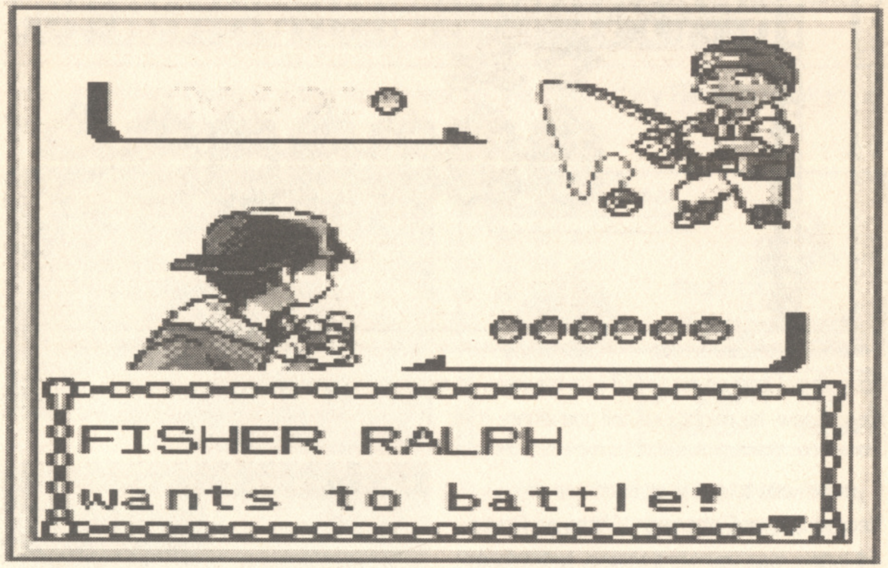
When you first visit the Lake of Rage you will notice that there is a red Gyarados in the lake, catch it and you will have a Red Scale in your key item pocket.

Take the Red Scale to Mr Pokemon's house and he will swap it for Experience Share. Give this item to the Pokemon you want to have their Experience points increased and put them in your team of six. Now, even if you don't fight with them they'll gain experience from every battle. Ideal for raising levels and stats.



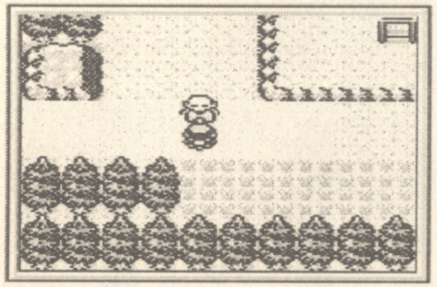
I'LL CALL YOU BACK

The following trainers come in very handy, helping you out with their hot tips on finding rare Pokemon. It's really worth keeping their numbers in your phone book.

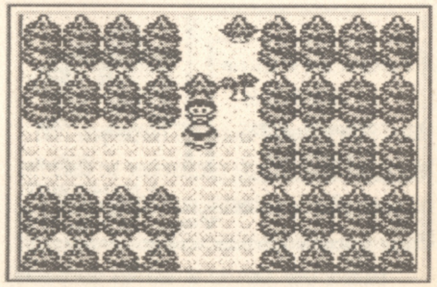


FISHER RALPH
wants to battle!

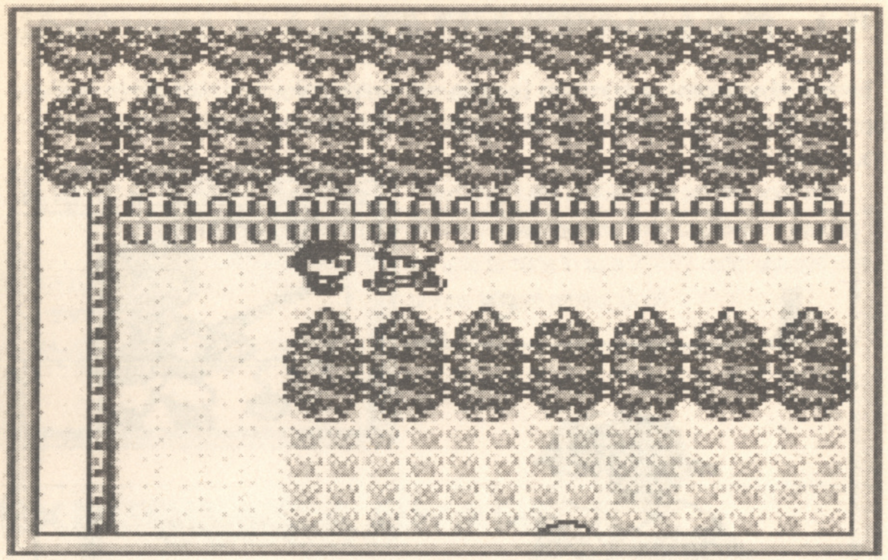
The first trainer that you meet that you should remember to keep contact with is Fisherman Ralph on route 32, he'll give you a hot tip on where to find Qwilfish.



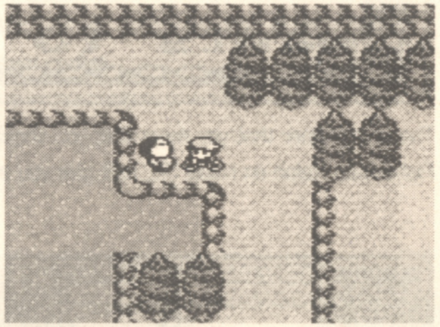
G and find Hiker Anthony on Route 33 and become his bestest friend! He comes in very handy when he informs you on wild Dunsprace appearing in Dark Cave.



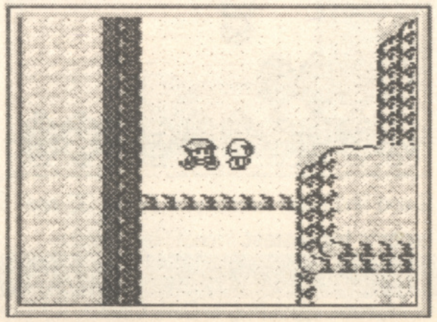
The next person on your journey that you will want to keep in contact with is Bug Catcher Arnie on route 35. He will help you find Yanma.



Schoolboy Chad on route 38 just happens to discover where to find rare Snubbull and you never know, he might just tell you where it is.



If you're keen to get your hands on a Remoraid then Fisherman Wilton on Route 44 is the man you want to see, he'll inform you about rare Remoraid that arrive in the area- keep his number and he'll call you when they appear.



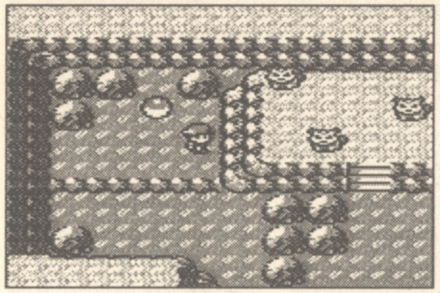
Hiker Parry from Route 45 helps you find Marill as long as you remember to take his number after you battle and hang on to it.

CATCHING RARE POKEMON

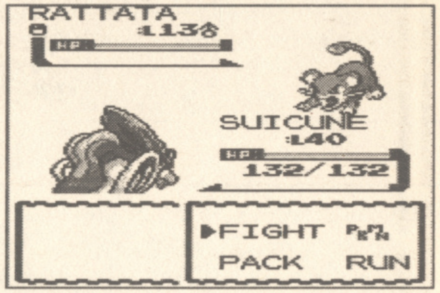
Here are some tricks on how to catch Raikou, Entei, Suicune, Ho-oh and Lugia. You'll need this help because they're certainly not easy to add to your Pokedex!

WHO LET THE DOGS OUT?

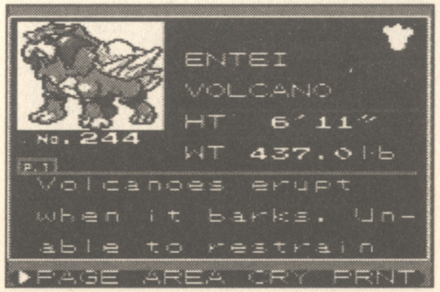
The Legendary Dogs are the equivalent to the Legendary Birds on Pokemon Red, Blue and Yellow.



Raikou, Suicune, and Entei are the legendary dogs. They run as soon as you encounter them. They are hard to catch unless you have at least six fast balls, a couple of Great Balls and an Ultra ball or two.

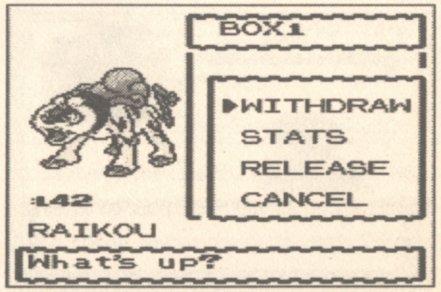


To counteract the problem of them fleeing when encountered, use either Mean Look, Spider Web, or Wrap. Mean Look or Spider Web are more efficient so use these moves if you have them.



Volcanoes erupt when it barks. Unable to restrain

Once you have kept the enemy in battle you will need a strong team, wit Pokemon at around Level 30, because the dogs are all Level 40. The type of Pokemon you need varies on which of the dogs you encounter.

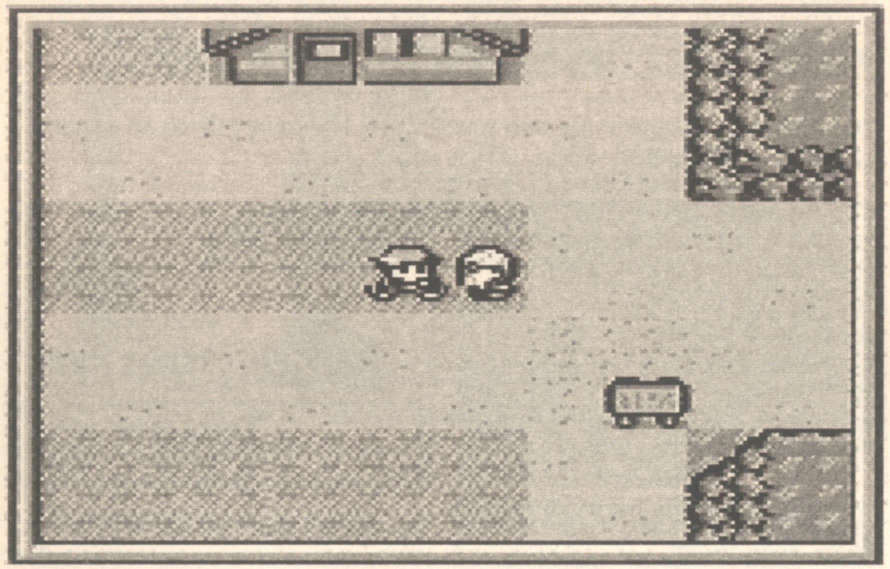


What's up?

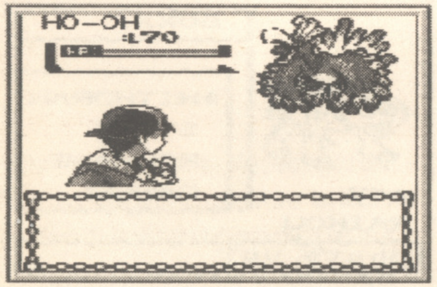
Once their HP bar is on red, you should either put them to sleep or paralyze them. Then you can start throwing balls. The dogs run loose in Johto, there is no specific place where you can find them. Be patient.

CATCHING LUGIA AND HO-OH

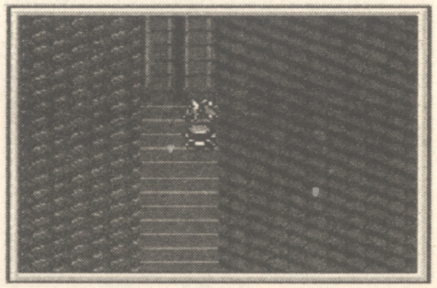
The stars of Pokemon Gold and Silver are Lugia and Ho-oh because they are the most powerful critters you can catch. Here's how to get them.



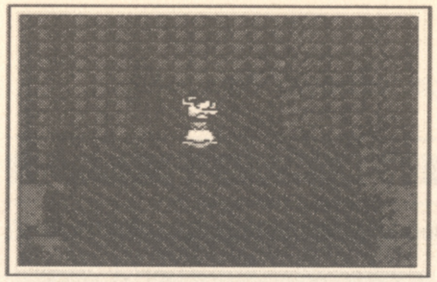
To get these you need the Rainbow Wing and the Silver Wing. In Gold and Silver you get these wings at different times. In Pokemon Gold you find the Rainbow Wing in Goldenrod City and the Silver Wing once you visit Pewter City, and in Pokemon Silver its vice-versa.



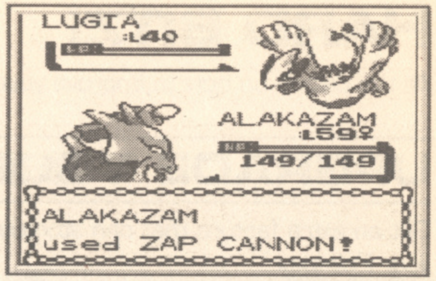
On each version they have different Levels. In Gold Lugia is at L70 and Ho-oh is at 40. Use the Master Ball on Ho-oh if on Silver and on Lugia if you're playing on Gold, because of the difference in the Levels.



Ho-oh can be found on top of Tin Tower in Ecruteak City. When fighting it on Gold bring between ten and twenty Ultra and Great Balls, some heavy balls would also come in useful but are not essential.



Lugia is in one of the four whirl Islands. You will notice that the islands are laid out in twos, two on top and another two just beneath them. Lugia is deep inside the island on the top right out of the four.

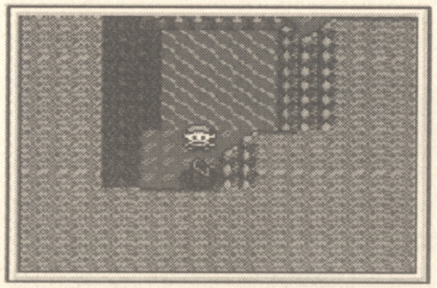


ALAKAZAM
used ZAP CANNON!

Use the same techniques as previously mentioned to catch Ho-oh. The only difference is that Lugia is weak against Electric Pokemon so use Electric moves to weaken it.

LAPRAS-TASTIC!

There is only one Lapras in the whole game and you only get one chance to catch it. This heavy Pokemon is awesome and really must be in your collection because he has powerful water attacks. Here's where to find and catch Lapras.



If you speak to people in Union Cave they will tell you that strange noises are heard every Friday. Those noises are coming from Lapras. Once you have the Strength and Surf HMs you should head back to Union Cave on a Friday.

Wild LAPRAS
appeared!

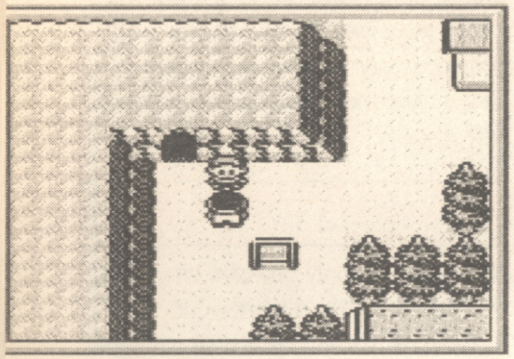
Once inside the cave go to the bottom left hand corner and Surf over the small piece of water there. Follow the route using Surf and Strength and you will find Lapras swimming around a small pool. It is only at the tender Level of 15 so you will not need to have a very strong team but you will need around six Ultra and Great Balls just to guarantee success.

HARD BITZ!

All the details on how to improve your game and your Pokemon.

UPGRADE YOUR POKÈDEX

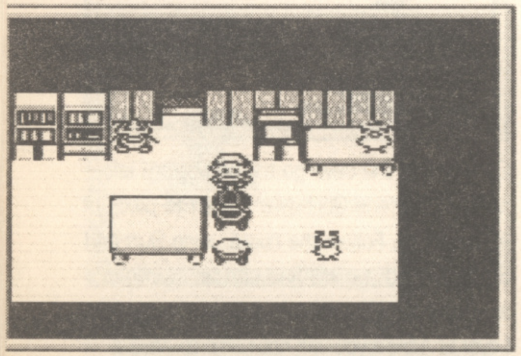
Get an extra feature that can store different types of Unown monsters in your Pokedex



Collect three different Unown Pokemon from the ruins of Alph and after leaving you'll see one of the researchers from the research centre. He'll take you to their lab where your Pokedex will be upgraded.It's a big honour so be nice to them!

MAGNET TRAIN PASS

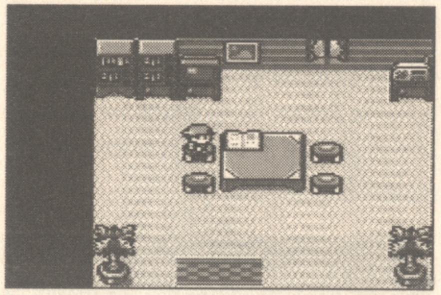
Get your hands on a Magnet Train Pass and you'll be able to travel from Johto to Kanto and vice versa in no time.



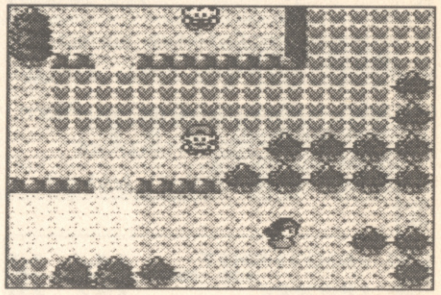
To get the Magnet Train Pass you have to find and return Copycat's Clefairy doll. Copycats house is in Saffron City, the Clefairy doll is in the Pokemon Fan Club in Vermilion City. Take the doll and return it to Copycat.

FAMILY FORTUNES

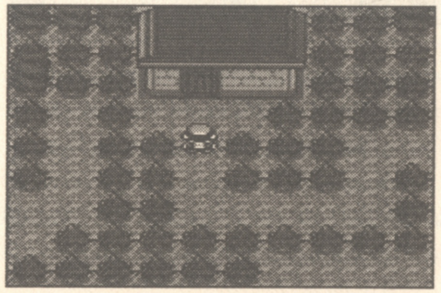
Seven family members that give you items



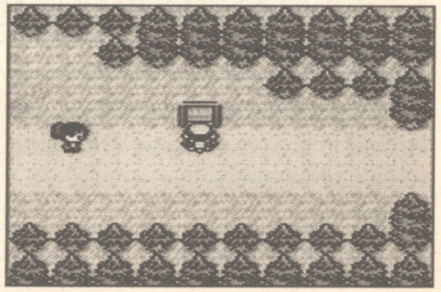
On each day of the week you can find one of the family members. They all appear on different days in different places. You can read a book in a house on Route 26 that'll tell you where they'll appear.



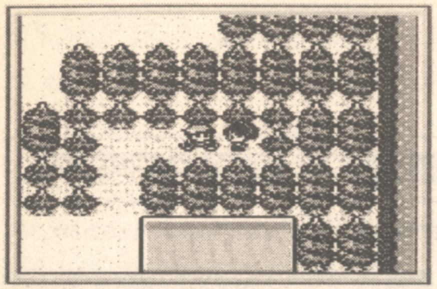
On Tuesdays you can visit Tuscany on Route 29 where she will be eager to give you a Pink Bow. A Pink Bow will power-up the Normal attacks of the lucky Pokemon that gets to hold it.



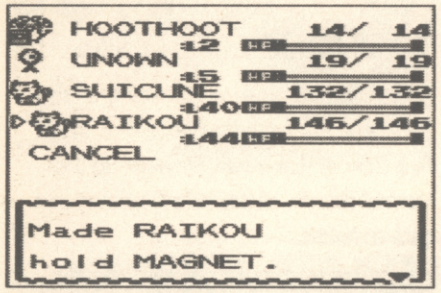
If you're looking for a Blackbelt then make your way to the Lake Of Rage on a Wednesday. However you won't be able to get to Wesley unless you have the HMs Surf and Cut.



Arthur will be on Route 34 on Thursdays, once the Sundoowoodu has been moved. He will give you a Hard Stone, which is great for adding that extra bit of strength to any Rock Attacks



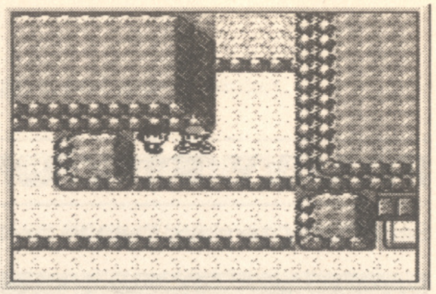
On Fridays you can find Frieda, she can be found just above the Poke Centre on Route 32. Talk to her and she will give you Poison Barb which powers up all Poison type moves for the Pokemon that is holding it.



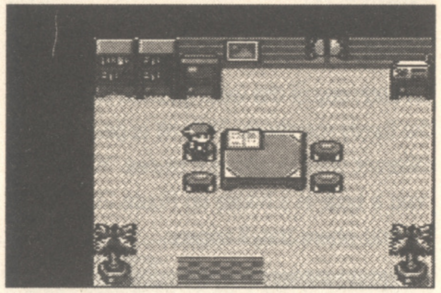
```
HOOTHOOT        14/ 14
     :L2
UNOWN           19/ 19
     :L5
SUICUNE        132/132
     :L40
▷RAIKOU        146/146
     :L44
CANCEL

Made RAIKOU
hold MAGNET.
```

On Sundays Sunny will be on Route 37 near the three Apricorn trees, and he'll be prepared to give you a Magnet, which works wonders for a Pokemon that uses Electric attacks.



If you're not too busy on a Saturday then why not head out to Blackthorn City and pay a visit to Santos. Do so and he will gladly give you a Spell Tag, an item which powers up Ghost-type attacks.



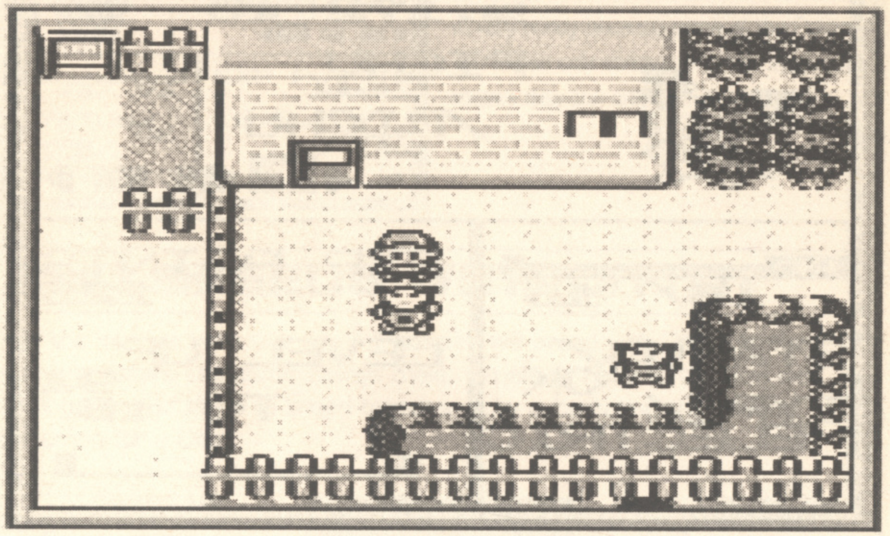
Every Monday Monica will be topping up her tan on Route 40-41s beach. She will give you a Sharp Beak, which powers up Flying type moves.

BREEDING

Breeding techniques and how to get rare baby Pokemon.

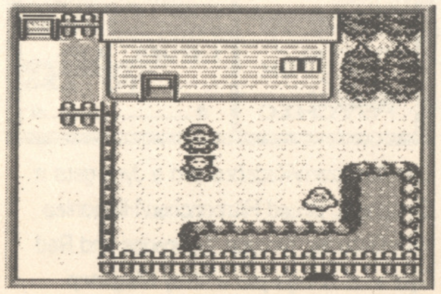
TO BREED OR NOT TO BREED.

Here are few simple pointers that you should keep in mind while breeding.



Speak to a Pokemon that you've left in the Daycare Centre for a reply, This is a hint as to whether they will breed or not. The following replies will result in the pair producing an egg.

Pokemon A/B is friendly with Pokemon A/B
Pokemon A/B appears to care for Pokemon A/B
Pokemon A/B shows interest in Pokemon A/B

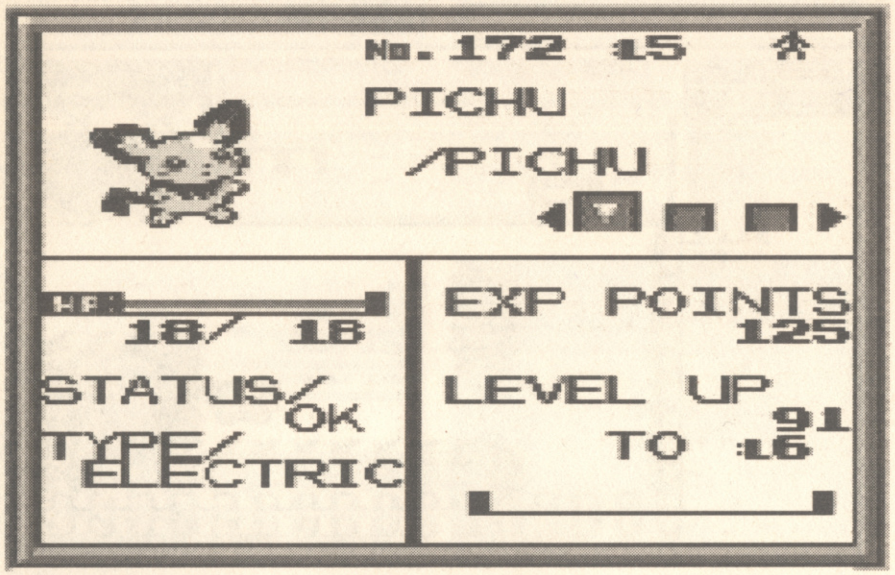


Once you receive an egg, you must carry it around with your team for it to be born. Remember that once the Pokemon hatches you get a new low-level Pokemon. For example, breeding two Alakazam's will not result in another Alakazam but an Abra. Read on for more breeding details.

IT'S A BOUNCING BABY EGG!

Rare obtained Pokemon through advanced breeding.

POKEMON GAINED THROUGH BREEDING.



No.172 :L5

PICHU

/PICHU

HP 18/ 18

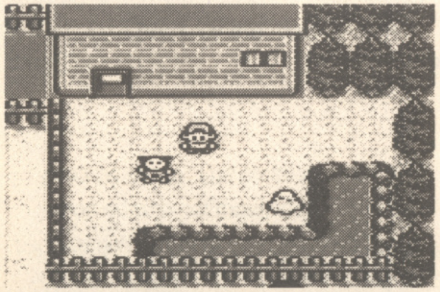
STATUS/ OK

TYPE/ ELECTRIC

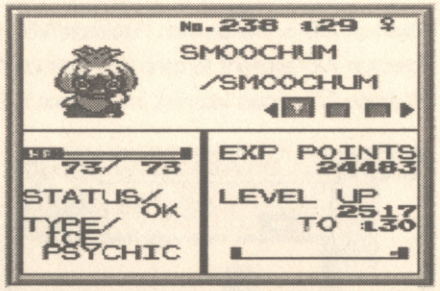
EXP POINTS 125

LEVEL UP 91 TO :L6

Breed two Pikachus to get Pichu. Breed two Electabuzzes and you get Elekid. Breed two Clefairies and you get Cleffa.



Breed two Jigglypuffs and you get Igglybuff. Breed a Marill with a Jigglypff to get Igglypuff. Breed two Magmars and you get Magby.



No.238 :L29 ♀

SMOOCHUM

/SMOOCHUM

HP 73/ 73

STATUS/ OK

TYPE/ ICE PSYCHIC

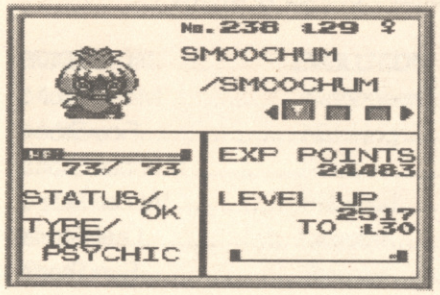
EXP POINTS 24483

LEVEL UP 2517 TO :L30

One Alakazam/Kadabra and a Jynx gets a Smochum. Breed Hitmonchan/Hitmonlee with Ditto for Tyrogue. Gyarados and Red Gyarados brings you a shiny Magikarp.

DIRTY DITTO!

Here's a list of Pokemon who can only breed with Ditto. If you take one of these Pokemon (let's call them Pokemon A), and breed them with Ditto, the end result will be a low level new Pokemon A.



No.238 :L29 ♀

SMOOCHUM

/SMOOCHUM

HP 73/ 73

STATUS/ OK

TYPE/ ICE PSYCHIC

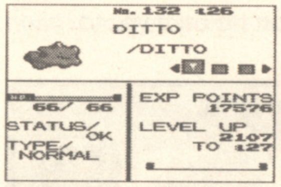
EXP POINTS 24483

LEVEL UP 2517 TO :L30

Ditto's shape changing ability means that it can mate with most Pokemon. This comes in very handy because some of the Pokemon you obtain only come in one gender, which means they can only breed with Ditto.

WHO BREEDS WITH DITTO?

See the info below to see which Pokemon will breed with Ditto. As these listed monsters are either always male, female or neutral, the only way you'll get two of them to breed together is by substituting the second Pokemon for a Ditto.



No.132 :L26

DITTO

/DITTO

HP 66/ 66

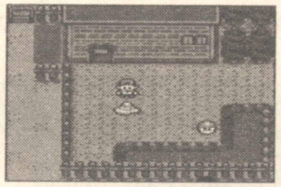
STATUS/ OK

TYPE/ NORMAL

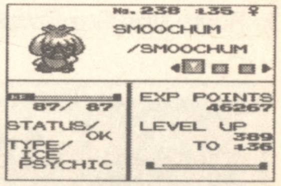
EXP POINTS 17576

LEVEL UP 2107 TO :L27

ALWAYS MALE POKEMON- Hitmonchan, Hitmontop, Hitmonlee, Tyrogue, Nidoran (male), Nidorino, Nidoking, Tauros.



ALWAYS FEMALE POKEMON- Chansey, Blissey, Miltank, Smoochum, Jynx, Nidoran (female), Nidorina, Nidoqueen, Kangaskhan.



No.238 :L35 ♀

SMOOCHUM

/SMOOCHUM

HP 87/ 87

STATUS/ OK

TYPE/ ICE PSYCHIC

EXP POINTS 46267

LEVEL UP 389 TO :L36

ALWAYS NEUTRAL POKEMON- Magnemite, Magneton, Electrode, Voltorb, Staryu, Starmie, Ditto.

EVOLUTION

Everything you need to know about Evolution

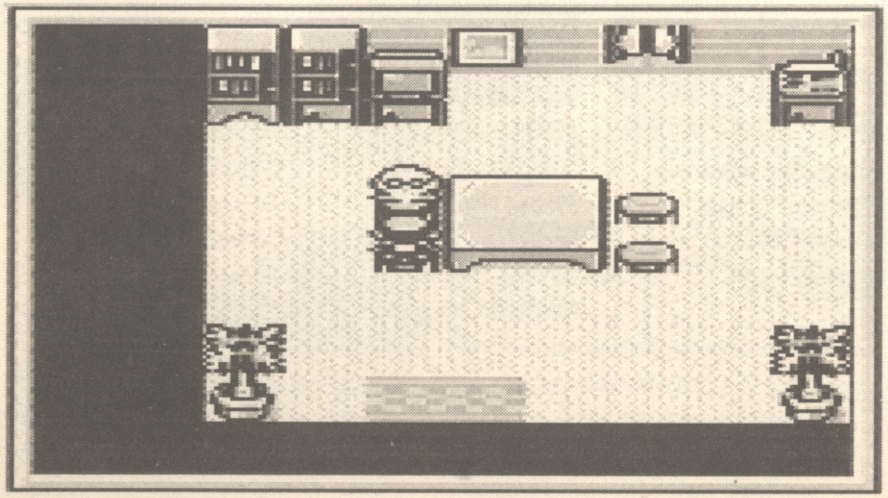
EVOLUTION THANKS TO THE AMAZING STONES

Here is a list of all the Pokemon that require Stones to Evolve.

POKÈMON	EVOLUTION	STONE
Clefairy	Clefable	Moon Stone
Eevee	Flareon	Fire Stone
Eevee	Jolteon	Thunder Stone
Eevee	Vaporeon	Water Stone
Exeggcute	Exeggutor	Leaf Stone
Gloom	Bellossom	Sun Stone
Gloom	Vileplume	Leaf Stone
Growlithe	Arcanine	Fire Stone
Jigglypuff	Wigglytuff	Moon Stone

STONE 1

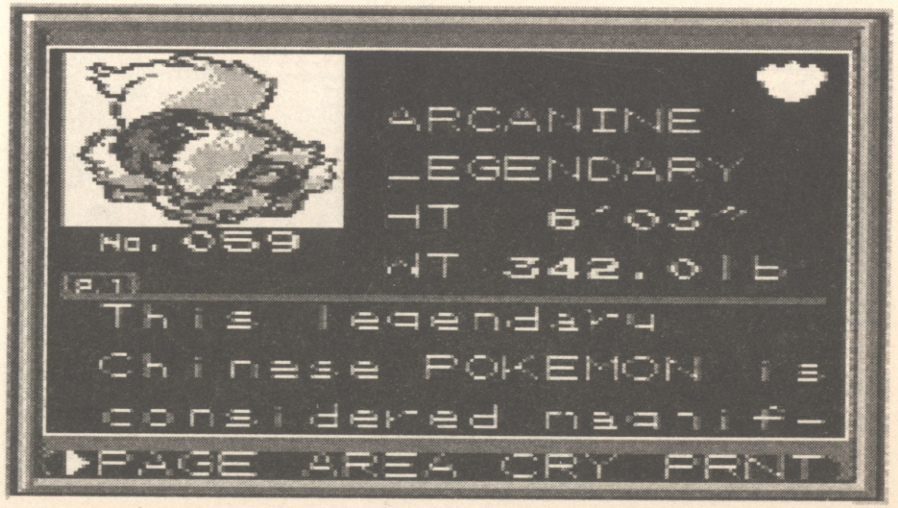
For Fire, Thunder, Water and Leaf stones, head to Bill's grandfather's house in Route 25s Sea Cottage and show him the Pokemon he asks you to.



POKÈMON	EVOLUTION	STONE
Nidorina	Nidoqueen	Moon Stone
Nidorino	Nidoking	Moon Stone
Pikachu	Raichu	Thunder Stone
Poliwhirl	Poliwrath	Water Stone
Shellder	Cloyster	Water Stone
Staryu	Starmie	Water Stone
Sunkern	Sunflora	Leaf Stone
Vulpix	Ninetales	Fire Stone
Weepinbell	Victreebel	Leaf Stone

STONE 2

These stones are essential if you want a full Pokedex and many Pokemon need these stones in order to evolve. They can't change any other way.

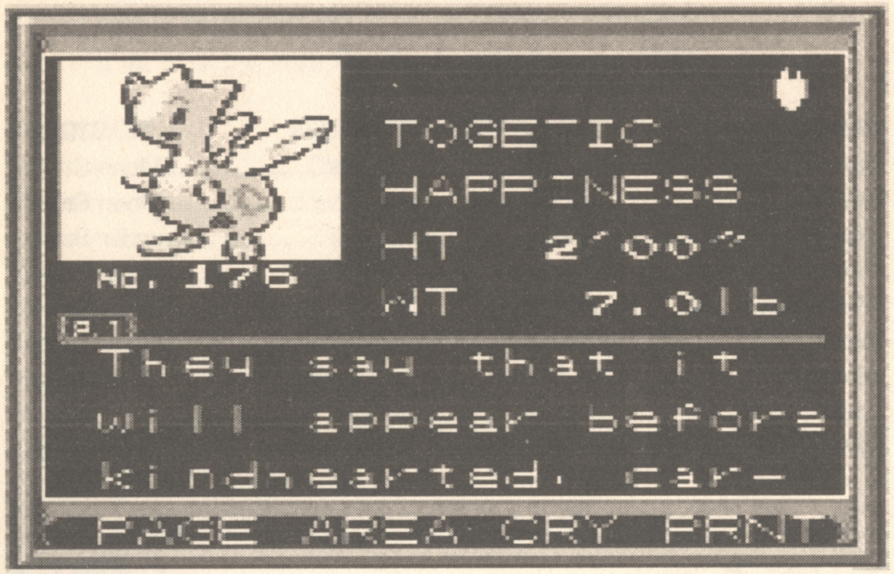


ARCANINE
LEGENDARY
HT 6'03"
WT 342.0lb
No. 059

This legendary Chinese POKEMON is considered magnif-

SPECIAL EVOLUTION

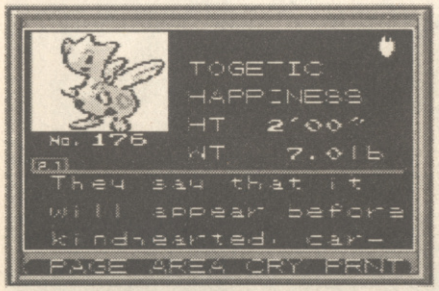
Treat your Pokemon well and they'll reward you by evolving.



TOGETIC
HAPPINESS
HT 2'00"
WT 7.0lb
No. 176

They say that it will appear before kindhearted, car-

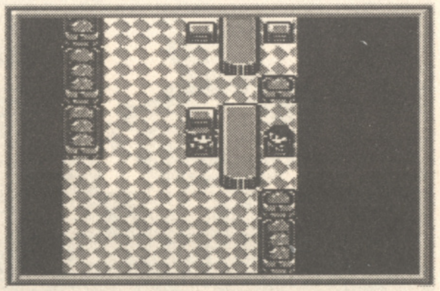
Certain Pokemon evolve by being spoilt! These are Espeon, Umbreon, Togetic, Blissey, and Crobat. Also, an Eevee who's mood is very good will evolve to Umbreon or Espeon depending on the time of day. If you are playing during the day the Eevee will evolve in to Espeon and if it evolves at night you'll have yourself a Umbreon.



TOGETIC
HAPPINESS
HT 2'00"
WT 7.0lb
No. 176

They say that it will appear before kindhearted, car-

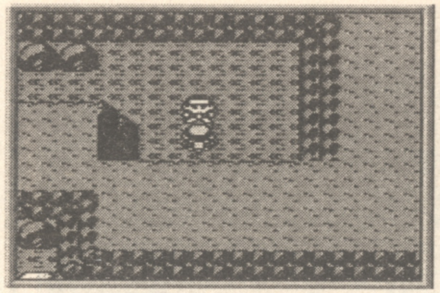
There are many ways to spoil Pokemon. First keep them in your team and battle with them often. Keep them healthy by curing them from any problem as soon as you can like, if they're poisoned or asleep.



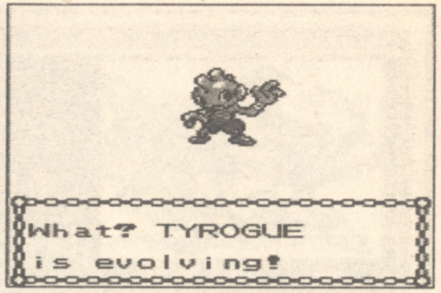
Other ways are by using expensive items such as Iron to boost their stats permanently, or give them an Item to hold. Try taking them to the Salon in Goldenrod City. All of these improve their mood.

EVOLUTION DEPENDING ON STATISTICS

All of Tyrogue's possible evolutions and how to get them

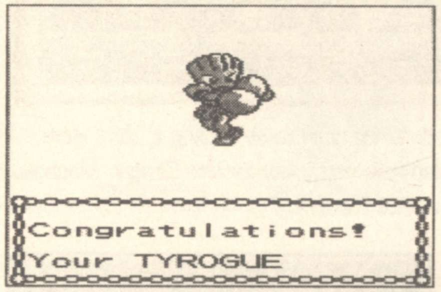


Tyrogue can evolve in to Hitmonlee, Hitmonchan, and now the newcomer Hitmontop. All three of Tyrogues evolved forms depend on its original statistics.



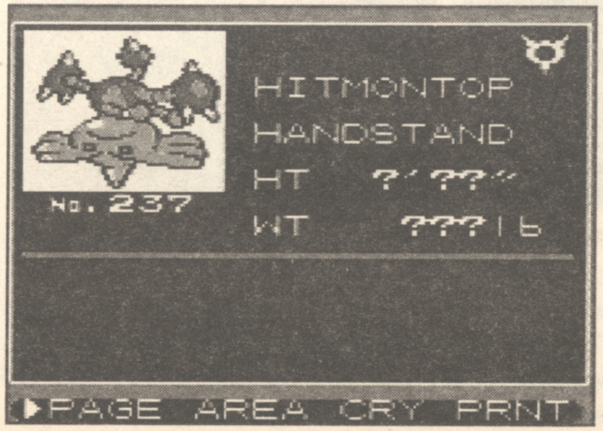
What? TYROGUE is evolving!

For your Tyrogue to evolve into the high kicking Hitmonlee you need to make sure that its Attack stats are higher than its Defense.



Congratulations! Your TYROGUE

If you want your Tyrogue to evolve into the speedy boxer that is Hitmonchan then make sure that Tyrogues Defence is higher than its Attack.

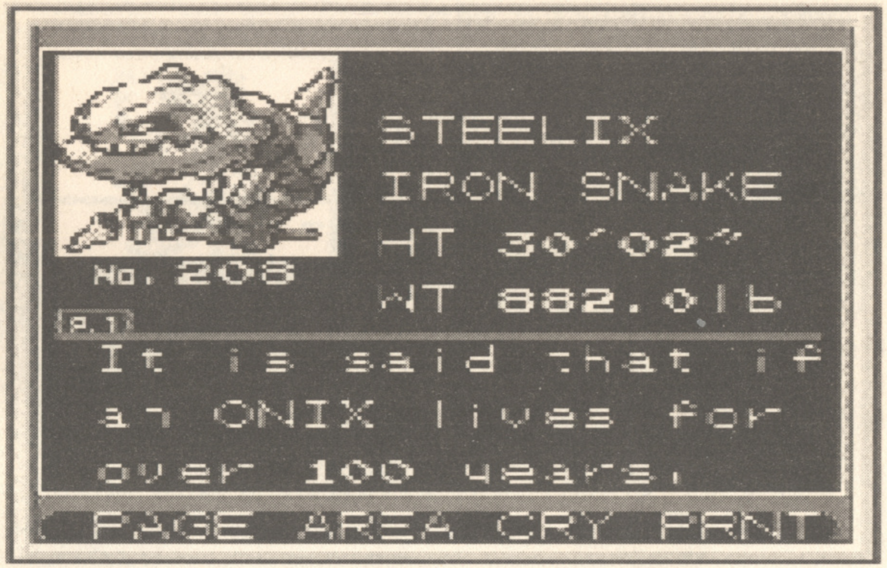


HITMONTOP
HANDSTAND
HT ?'??"
WT ???lb
No. 237

But for the Pokemon Gold and Silver newcomer that is Hitmontop- master of Capoiera, then keep an eye on his stats to make sure that his Attack and Defence are equal. Remember, you can alter their Attack and Defence stats by using Protein and Calcium.

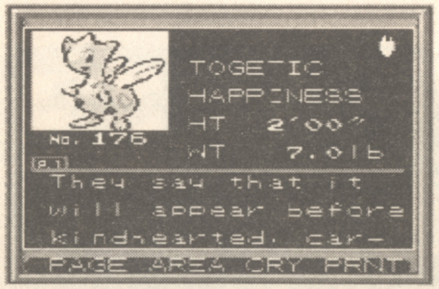
TRICKS OF THE TRADE

Treat your Pokemon well and they'll reward you by evolving.



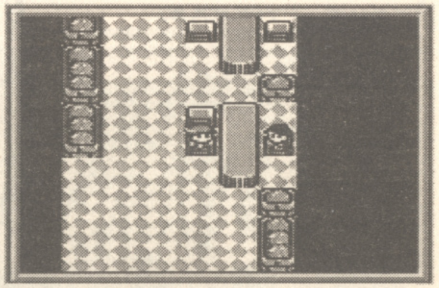
STEELIX
IRON SNAKE
HT 30'02"
WT 882.0lb
No. 208
P.1
It is said that if
an ONIX lives for
over 100 years.

Some Pokemon need to be traded to Evolve, and do not need to be holding a Item. Here follows a list of the Pokemon that must be traded to Evolve. Haunter into Gengar, Machoke into Machamp, Graveler into Golem and Kadabra into Alakazam.

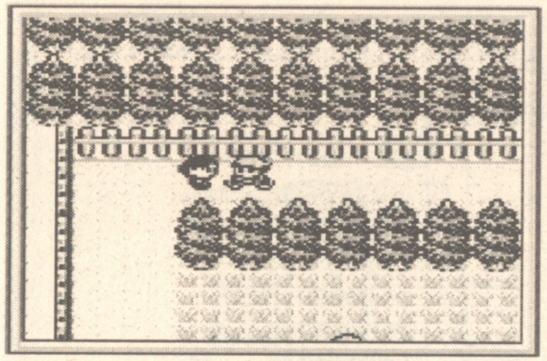


TOGETIC
HAPPINESS
HT 2'00"
WT 7.0lb
No. 176
P.1
They say that it
will appear before
kindhearted, car-

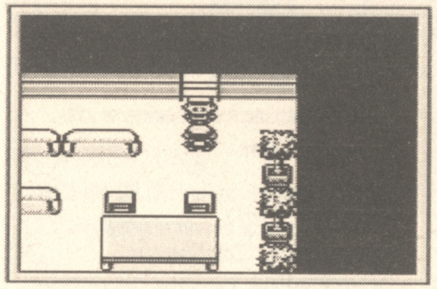
In Red, Blue, and Yellow certain Pokemon needed to be traded to Evolve, but now on Pokemon Gold and Silver there is a new feature which requires you to Trade Pokemon while they are holding certain Items for Evolution to take place.



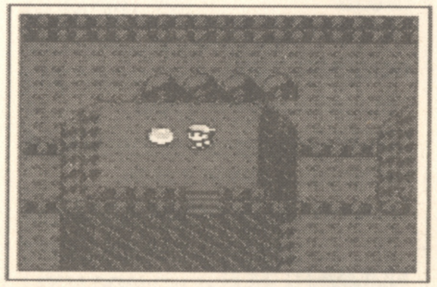
To change Onix into Steelix, get a Metal Coat. You can get it on your first trip on the S.S.Aqua. A father's looking for his daughter on the ship, find her in the Captains Cabin. Return her to her father and as a sign of gratitude he will give you the Metal Coat.



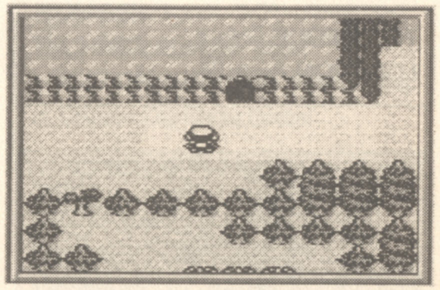
You can find the Kings Rock deep in Slowpoke Well. You'll need the Strength and Surf HMs to reach a man who will give you the Kings Rock if you speak to him. A Kings Rock is used to evolve a Slowpoke in to a Slowking and Poliwhirl into Politoed.



If you want a Porygon to evolve into Porygon 2 then you will need the Item Upgrade. Speak to the security guard in the Silph Company building in Saffron City to get Upgrade.



To get to the Dragon Scale you will have to Surf right before the entrance of Mount Mortar, then head in through the second entrance. Once you are inside you'll need Flash to light up the place.



To get to the Dragon Scale head as deep into the cave as possible, there are other useful items in here so go through as many different routes as possible. Once you have the Dragon Scale trade a Seadra that is holding it and it will evolve in to Kingdra.

TECHNICAL MACHINES

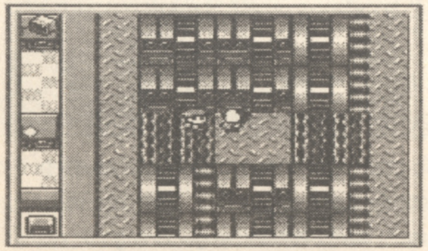
The following pages hold a list of all the TMS in Pokemon Gold and Silver as well as where to find them. This information is more important than any other aspect in Gold and Silver as now you can plan ahead to make the strongest team possible. Use these right and you could be unbeatable.

NUMBER:TM01
TECHNIQUE: Dynamic punch
LOCATION: From Chuck at the Cianwood City Gym

NUMBER:TM02
TECHNIQUE: Headbutt
LOCATION: Find in Ilex Forext or buy it from Goldenrod City Department Store for 2000

NUMBER:TM03
TECHNIQUE: Curse
LOCATION: Listen to a mans story at Celadon Mansion,Celadon City (at night)

NUMBER:TM04
TECHNIQUE: Rollout
LOCATION: Route 35



Technical Machines should be treated as your Pokemon's secret weapon. Give them to a Pokemon and they'll gain this move.

NUMBER:TM04
TECHNIQUE: Rollout
LOCATION: Route 35

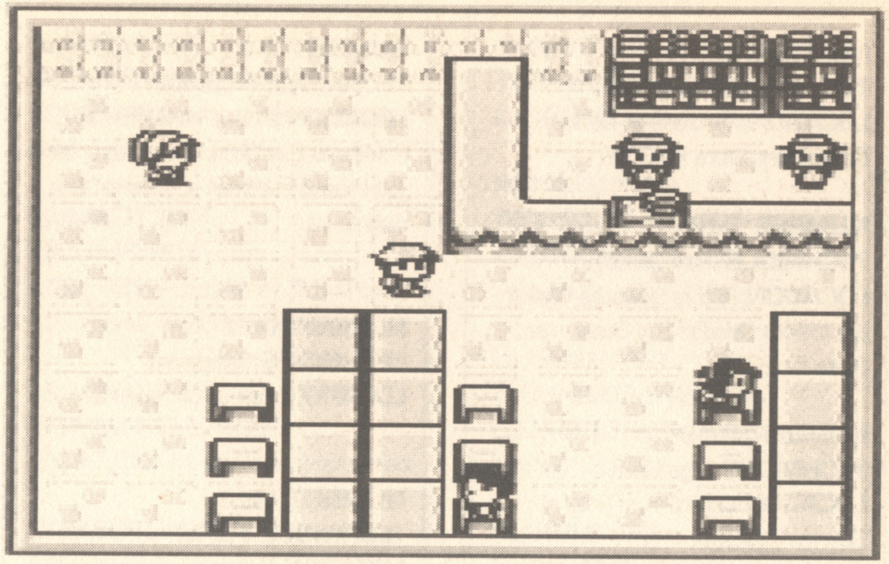
NUMBER:TM05
TECHNIQUE: Roar
LOCATION: Route 32

NUMBER:TM06
TECHNIQUE: Toxic
LOCATION: Get from Janine at the Fuchsia City Gym

NUMBER:TM07
TECHNIQUE: Zap Cannon
LOCATION: Get from the Power Plant Director

NUMBER:TM08
TECHNIQUE: Rock Smash
LOCATION: Route 36,after moving the Sudowoodo, purchase it at the Goldenrod City Department for 1000

NUMBER:TM09
TECHNIQUE: Psych Up
LOCATION: Trade an Abra from Pokemon Red, Blue, or Yellow to Pokemon Gold or Silver. It'll be attached as a gift.



Be very careful when choosing a Pokemon you want to award your precious TM to.

NUMBER:TM10
TECHNIQUE: Hidden Power
LOCATION: In house above Lake of Rage

NUMBER:TM11
TECHNIQUE: Sunny Day
LOCATION: Get from girl in Radio Tower or purchase in Celadon City Department Store for 2000

NUMBER:TM12
TECHNIQUE: Sweet Scent
LOCATION: Get from girl in gatehouse at the end of Ilex Forest

NUMBER:TM13
TECHNIQUE: Snore
LOCATION: Route 39

NUMBER:TM14
TECHNIQUE: Blizzard
LOCATION: Purchase for 5,500 coins in Goldenrod City Game Corner

NUMBER:TM15
TECHNIQUE: Hyper Beam
LOCATION: Purchase for 7,500 coins at Celadon City Game Center

NUMBER:TM16
TECHNIQUE: Icy Wind
LOCATION: Receive from Pryce in Mahogany Town Gym

NUMBER:TM17
TECHNIQUE: Protect
LOCATION: Purchase at Celadon Department Store for 3000

NUMBER: TM17
TECHNIQUE: Protect
LOCATION: Purchase at Celadon Department Store for 3000

NUMBER: TM18
TECHNIQUE: Rain Dance
LOCATION: Find in Slowpoke Well or buy it from Celadon City Department Store for 2000

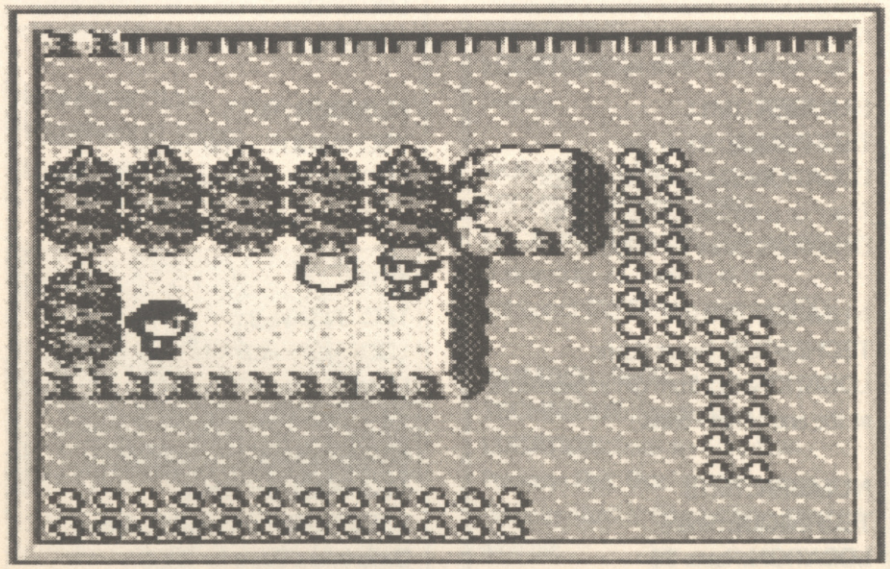
NUMBER: TM19
TECHNIQUE: Giga Drain
LOCATION: Collect from Erika at Celadon City Gym

NUMBER: TM20
TECHNIQUE: Endure
LOCATION: Pick up in the Burnt Tower

NUMBER: TM21
TECHNIQUE: Frustration
LOCATION: Pick up on Sunday at Goldenrod City Department Store (after you show the woman a Pokemon who dislikes you)

NUMBER: TM22
TECHNIQUE: Solarbeam
LOCATION: Pick up on Route 27

NUMBER: TM23
TECHNIQUE: Iron Tail
LOCATION: Collect from Jasmine at Olivine City Gym.



Iron Tail is one out of only three moves that belong under the new Steel type.

NUMBER: TM24
TECHNIQUE: Dragonbreath
LOCATION: Get from Clair in Dragon's Den.

NUMBER: TM25
TECHNIQUE: Thunder
LOCATION: Purchase for 5,500 coins in Goldenrod City Game Corner

NUMBER: TM26
TECHNIQUE: Earthquake
LOCATION: Pick up from Victory Road

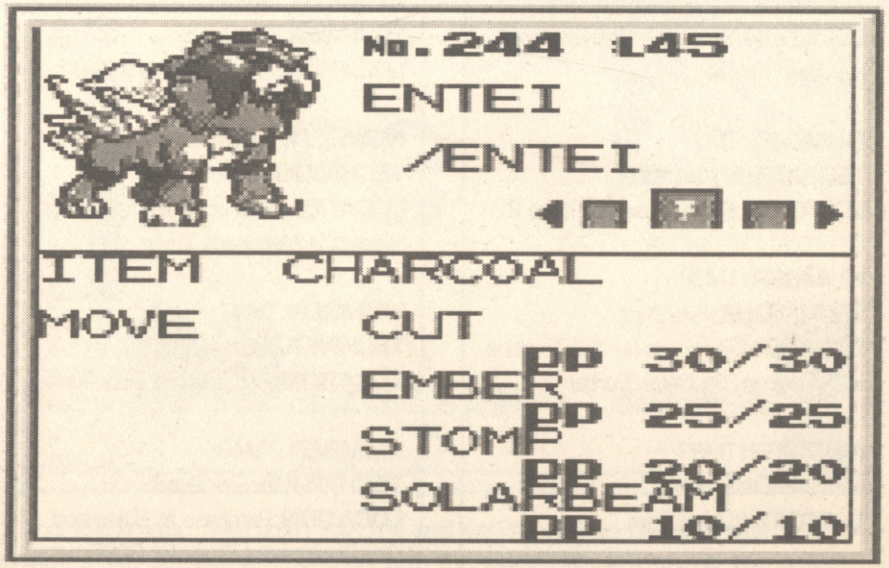
NUMBER: TM27
TECHNIQUE: Return
LOCATION: Get it on Sunday at Goldenrod Department Store

NUMBER: TM28
TECHNIQUE: Dig
LOCATION: Pick up in National Park

NUMBER: TM29
TECHNIQUE: Psychic
LOCATION: Get from Mr. Psychic in Saffron City

NUMBER: TM30
TECHNIQUE: Shadow Ball
LOCATION: Get from Morty at Ecruteak City Gym

NUMBER: TM31
TECHNIQUE: Mud Slap
LOCATION: Get from Faulkener at the Violet City Gym



No.244 :L45
ENTEI
/ENTEI
ITEM CHARCOAL
MOVE CUT
PP 30/30
EMBER
PP 25/25
STOMP
PP 20/20
SOLARBEAM
PP 10/10

Always give your Pokemon a TM which is of a Type that they don't have any moves of yet.

NUMBER:TM32
TECHNIQUE: Double Team
LOCATION: Purchase for 1500 coins in Celadon Game Center

NUMBER:TM33
TECHNIQUE: Ice Punch
LOCATION: Purchase at Goldenrod City Department Store.

NUMBER:TM34
TECHNIQUE: Swagger
LOCATION: Get at Olivine Lighthouse

NUMBER:TM35
TECHNIQUE: Sleep Talk
LOCATION: Obtain from Underground Passage in Goldenrod City

NUMBER:TM36
TECHNIQUE: Sludge Bomb
LOCATION: Route 43 after clearing out Team Rocket

NUMBER:TM37
TECHNIQUE: Sandstorm
LOCATION: From house on Route 27

NUMBER:TM38
TECHNIQUE: Fire Blast
LOCATION: Purchase for 5,500 coins in Goldenrod City Game Corner

NUMBER:TM39
TECHNIQUE: Swift
LOCATION: Union Cave

NUMBER:TM40
TECHNIQUE: Defence Curl
LOCATION: Mt. Mortar

NUMBER:TM41
TECHNIQUE: Thunder Punch
LOCATION:G- City Dept basement

NUMBER:TM42
TECHNIQUE: Dream Eater
LOCATION: Get in Viridian City

NUMBER:TM43
TECHNIQUE: Detect
LOCATION: Pick up at Lake Of Rage

NUMBER:TM44
TECHNIQUE: Rest
LOCATION: Ice Path

NUMBER:TM45
TECHNIQUE: Attract
LOCATION: From Whitney in G-City

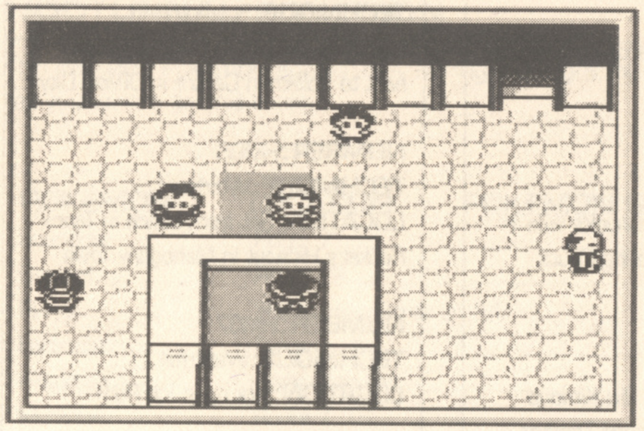
NUMBER:TM46
TECHNIQUE: Thief
LOCATION: Pick up in Team Rocket's Hideout in Mahogany Tower

NUMBER:TM47
TECHNIQUE: Iron Wing
LOCATION: Find it inside Rock Tunnel.

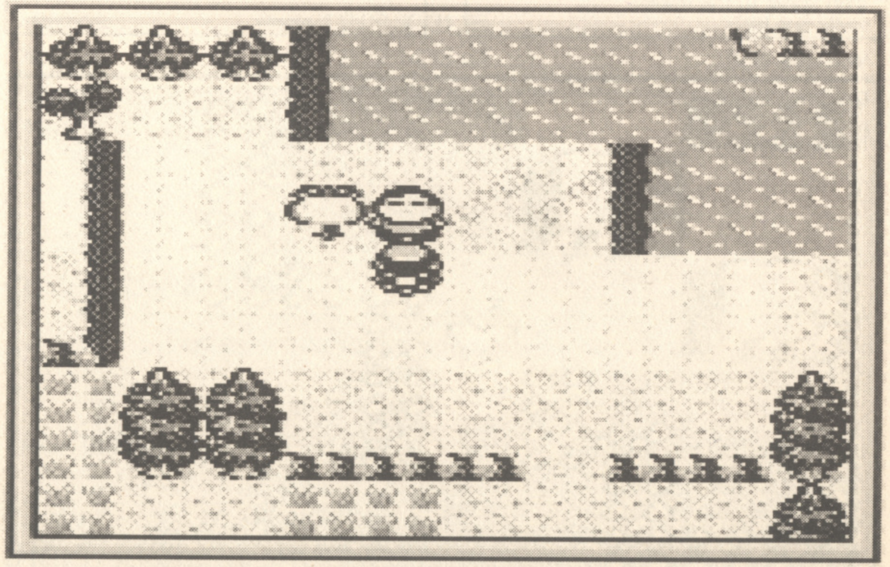
NUMBER:TM48
TECHNIQUE: Fire Punch
LOCATION: Purchase at Goldenrod City Department Store for 3000

NUMBER:TM49
TECHNIQUE: Fury Cutter
LOCATION: Get from Bugsy at Azalea Town Gym

NUMBER:TM50
TECHNIQUE: Nightmare
LOCATION: Get on Route 31



The best TM you can give to a Pokemon is of a Type that their arch enemy Type is weak against. That should make your Pokemon nearly unstoppable.



If you know your TMs then you are well on the way to being in the top trainers list. Arm your Pokemon with the right TMs. It's one of the most important things to get right in the whole game.

HIDDEN MACHINES

All the HMS and where to find them

NUMBER: HM01
TECHNIQUE: Cut
LOCATION: Catch Charcoal Mans Farfetch'd in Ilex

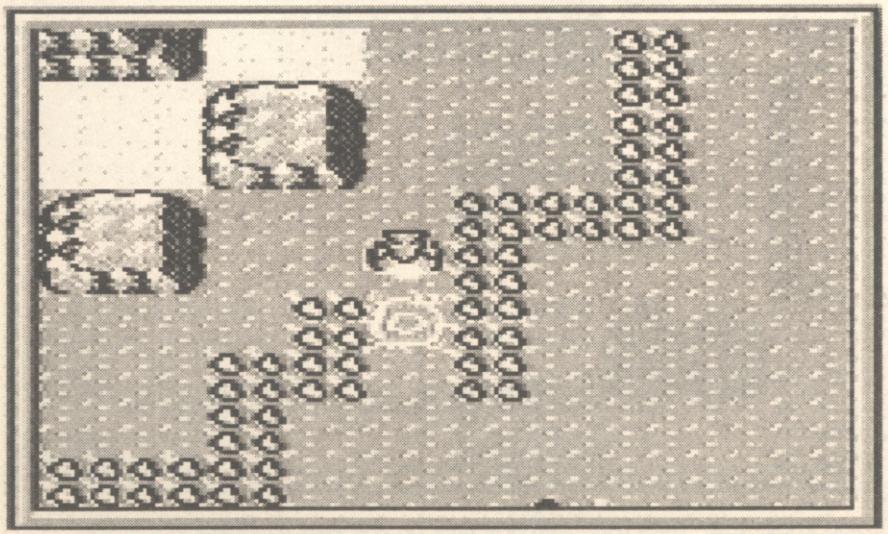
NUMBER: HM02
TECHNIQUE: Fly
LOCATION: Get from Chuck's wife in Cianwood City after beating Chuck

NUMBER: HM03
TECHNIQUE: Surf
LOCATION: Defeat all the Kimono Dancers at Ecruteak Dance Theatre then speak to the owner

NUMBER: HM04
TECHNIQUE: Strength
LOCATION: Talk to Sailor in house next to Pokemon Centre in Olivine City

NUMBER: HM06
TECHNIQUE: Whirlpool
LOCATION: Get from Lance in Team Rocket's Hideout in Mahogany Town

NUMBER: HM07
TECHNIQUE: Waterfall
LOCATION: Pick up in Ice Path



Unlike TMs, HMs are moves that you can teach to as many Pokemon as you like. You need to teach them these in order for you to complete the game properly.

POKÈMON DAY AND NIGHT LIST

A list of the Pokemon that appear only during the day and others that only show themselves at night.

NOCTURNAL POKEMON

The following Pokemon appear only during the night, and lucky you, we also tell you where to find them.

POKÈMON	LOCATION	POKÈMON GOLD OR SILVER
Houndoor	Route 7	Gold and Silver
Sneasel	Route 28	Gold and Silver
Pineco	Shake Trees Route 31,34,	Gold and Silver
Farfetch'd	Forest	Gold and Silver
Misdreavus	Silver Mountain	Gold and Silver
Murkrow	Route 7, 16	Gold and Silver
Yanma	Route 35	Gold and Silver
Hoothoot	Route 1,2,29,30,31,35,	Gold and Silver
Noctowl	Route 2,8,12,14,15,43	Gold and Silver
Spinarak	Route 2,30,31,37	Gold
Ariados	Route 2	Gold

DAY POKEMON

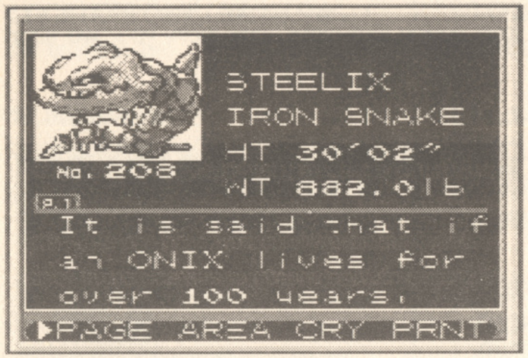
The following only appear during the morning.

POKÈMON	LOCATION	GOLD OR SILVER
Ledyba	Route 2,30,31,37	Silver
Ledian	Route 2	Silver
Marill	Mount Mortar	Gold and Silver

SUPER TEAMS

All the best combinations of Pokemon for a team.

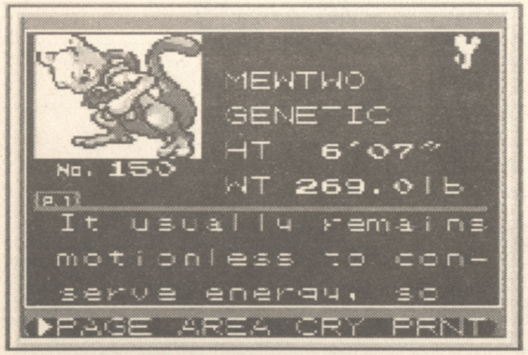
MEWTWO, STEELIX, BLISSEY, ARTICUNO, LUGIA, GENGAR



STEELIX
IRON SNAKE
HT 30'02"
No. 208
WT 882.0lb
P.1
It is said that if
an ONIX lives for
over 100 years,

A great super team must consist of variety of different styles, so that you can counteract any of your opponents selection. The almighty Mewtwo must be in any super team, simply because of its variety of attacks and awesome all-round stats. The first team has Mewtwo. Also Steelix due to its extremely high defence stats, but remember to keep it away from fire and water. Blissey has a possible HP of over 700 so how can we resist? Articuno is next, a Legendary bird with powerful Ice attacks. Include Lugia, the king of both air and sea but be sure that it learns the move Aeroblast. Gengar, a strong Ghost Pokemon, completes this all rounded team.

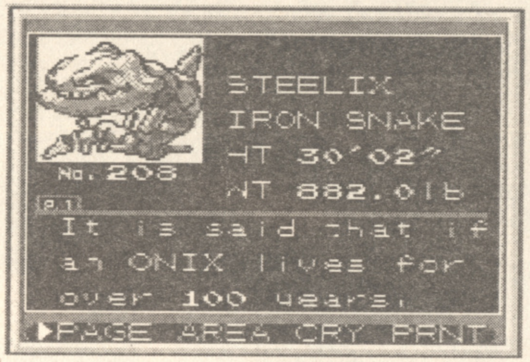
MEWTWO, CHANSEY, UMBREON, HO-OH, ZAPDOS, ALAKAZAM



MEWTWO
GENETIC
HT 6'07"
No. 150
WT 269.0lb
P.1
It usually remains
motionless to con-
serve energy, so

Super Team number two. Once again Mewtwo. Chansey, like Blissey is a Pokemon that can get a very high level HP. Now, thanks to Pokemon Gold and Silver we have Dark Type Pokemon. Why not include Umbreon, which cannot be effected by Physic Attacks. Ho-oh is chosen ahead of Charizard because of its good balance of Attack and Defence. Zapdos, the powerful Electric Pokemon will destroy any water monsters. The Pokemon to complete this team would have to be the extremely powerful Physic Pokemon that is Alakazam.

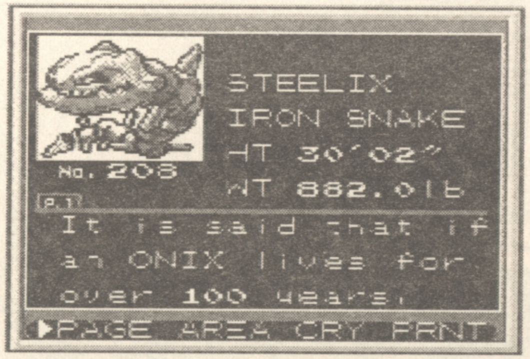
MEWTWO, TYRANITOR, MISDREAVIOUS, KINGDRA, MEW, ENTEI



STEELIX
IRON SNAKE
HT 30'02"
No. 208
WT 882.0lb
P.1
It is said that if
an ONIX lives for
over 100 years,

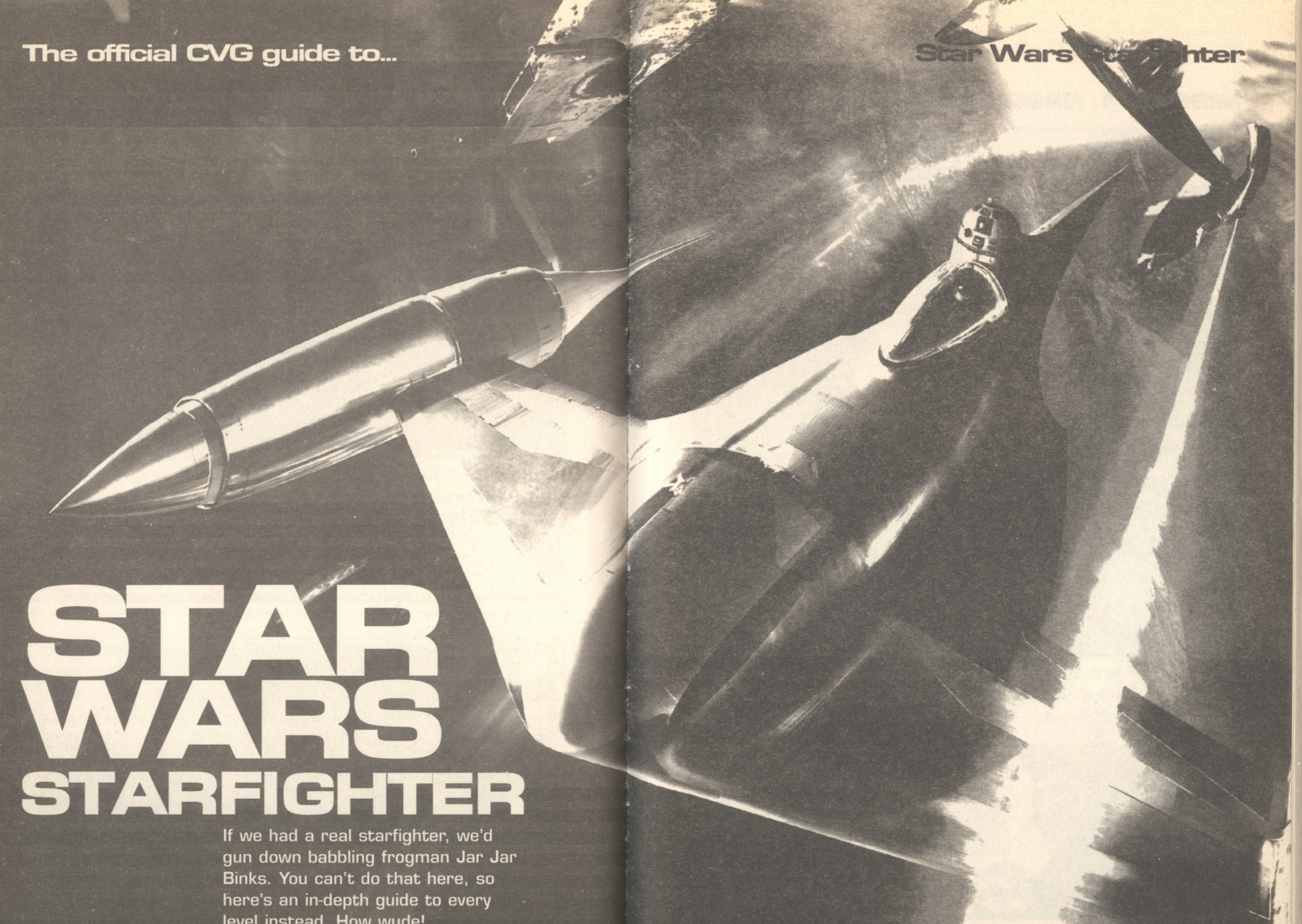
This time Mewtwo will be partnered by Tyranitor, another newcomer, it will make any Flying Pokemon crumble and that's without even using its Dark attacks. Misdreavious is the only other Ghost Pokemon that can compete with Gengar. Kingdra- If you have battled Misty's Kingdra in Pokemon Gold and Silver then you'll know why. Mew, like Mewtwo is well balanced as far as stats are concerned and can learn any TM. Entei will complete this team of six to guard Kingdra from any of the Electric Pokemon, remember Entei can also learn the TM Solarbeam to help you.

MEWTWO, VENUSAUR, LUGIA, ENTEI, RED GYARADOS, BLASTOISE.



STEELIX
IRON SNAKE
HT 30'02"
No. 208
WT 882.0lb
P.1
It is said that if
an ONIX lives for
over 100 years,

Mewtwo cos he's the strongest, coolest most fearsome Pokemon, still! Venusaur because it is the most superior Grass Pokemon and also has Ground moves. Lugia is included again because it can take on all Flying and Water Pokemon. Next up is Entei as this Pokemon is one of the Legendary Dogs and has both Fire and Grass moves. Red Gyarados is here because he's a Dragon Pokemon which has a variety of different attacks and last up, Blastoise, the star of Pokemon Blue is still an extremely powerful Pokemon to pack.



STAR WARS STARFIGHTER

If we had a real starfighter, we'd gun down babbling frogman Jar Jar Binks. You can't do that here, so here's an in-depth guide to every level instead. How wude!

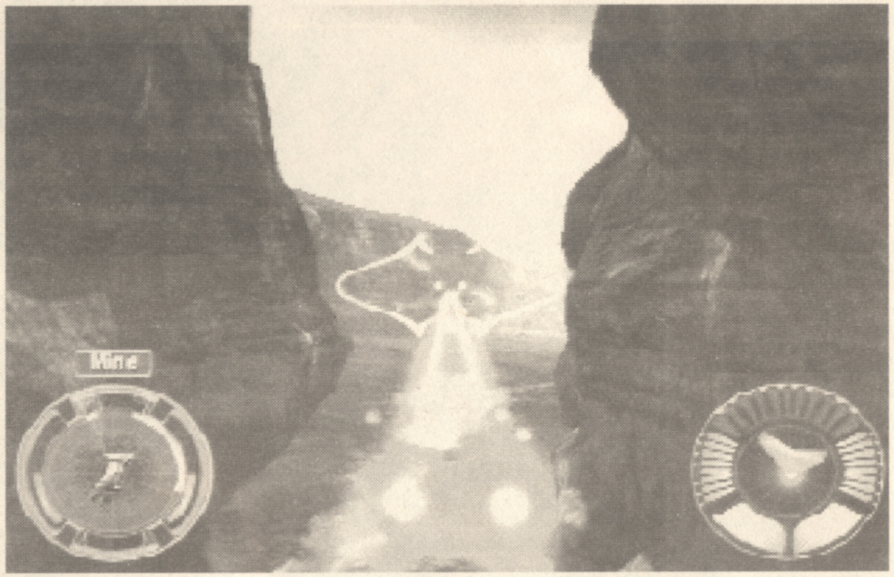
MISSION 1: NABOO PROVING GROUNDS

GOALS

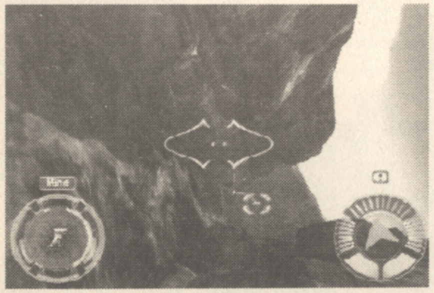
Destroy all first Arena Mines
Destroy all second Canyon Mines
Destroy Training Droid
Destroy all Holo Fighters
Defeat Essara

BONUS GOALS

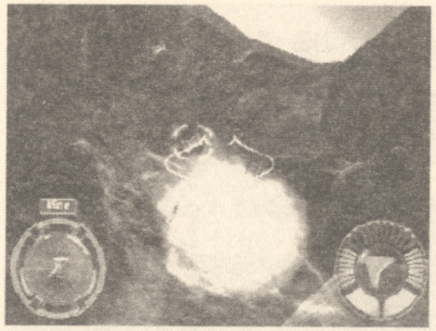
Destroy all Bonus Mines
Complete Mission in under 4 Minutes
Win Race Against Essara



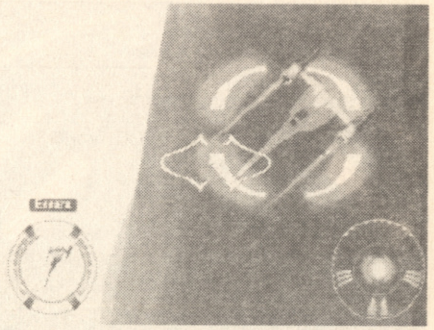
A narrow canyon's not the best place to begin your first mission, but that's where you start. The first canyon's empty, so get used to flying the N-1 for the minute. You'll soon have lots of enemies to deal with.



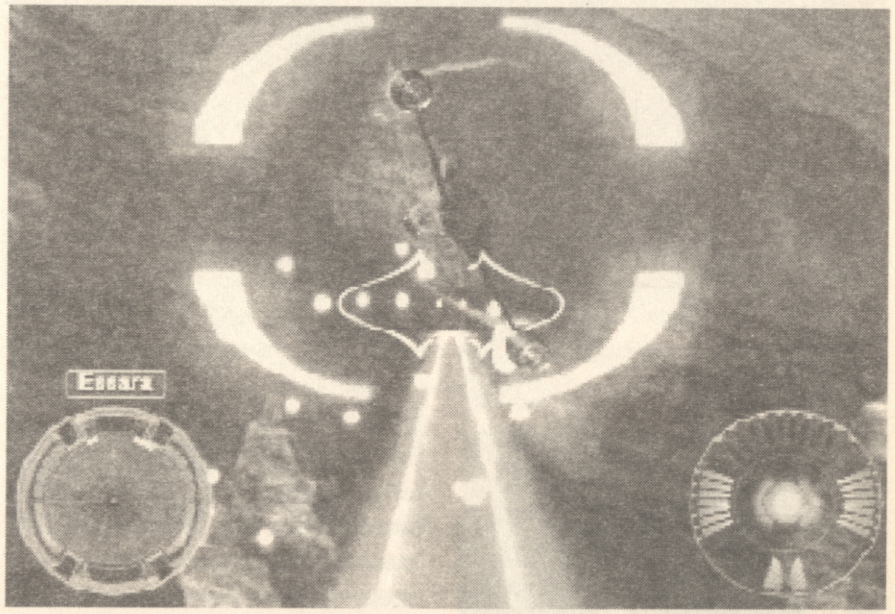
Destroy the mines in the second canyon. Be sure to target them by pressing Square. Your targeting system will automatically pick out the next target too. Slow down with L2 if you're moving too fast.



There are bonus mines to destroy which will get you a medal. The more medals you get, the more chance you have of unlocking secret bonus levels, so try and get all the mines. Completing the mission quickly gets you a medal too.



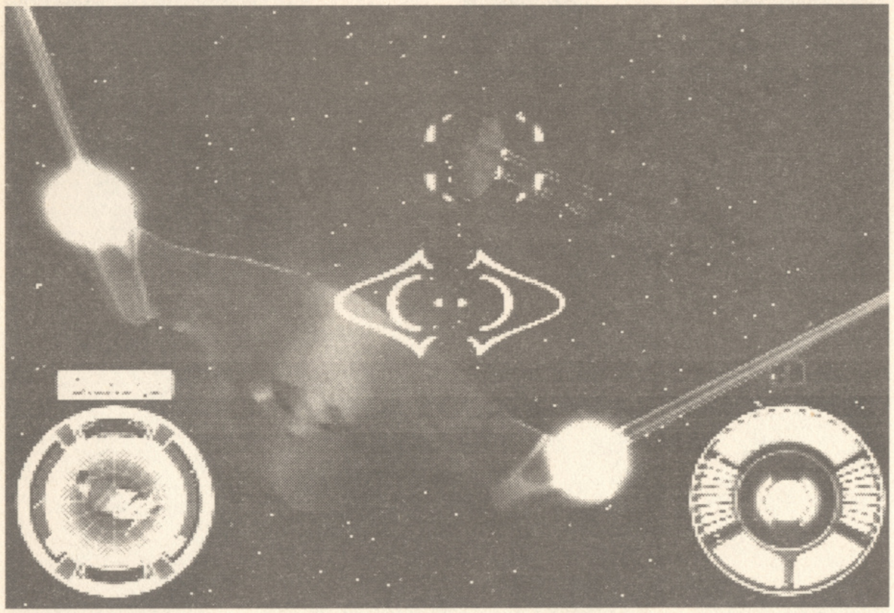
Try flying sideways if the canyon walls become too steep. You'll soon encounter holo-fighters. Use your sniper sight by pressing R1 and target them the minute you enter the next open area.



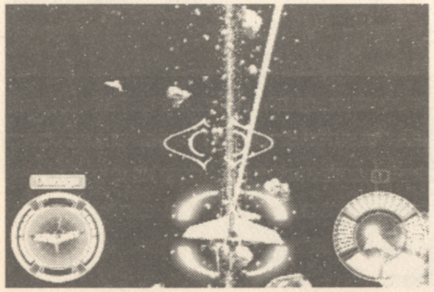
Beat Essara to the last open area when she challenges you to a race by holding down R2 to boost. She'll challenge you to a fight, so press Circle to use your missiles when she's in your sights and they've turned red. You'll win in no time.

MISSION 2: THE ROYAL ESCORT

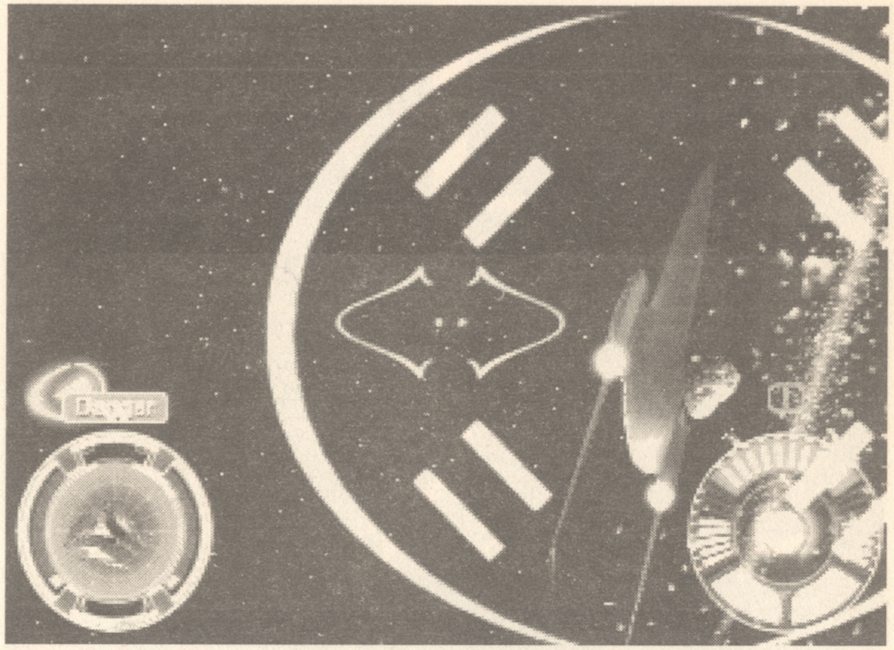
GOALS	BONUS GOALS
Protect the Royal Starship	Royal Starship Takes no hull damage
	Destroy All Merc Daggers in under 1 minute
	Rhys destroys all Merc Dianogas



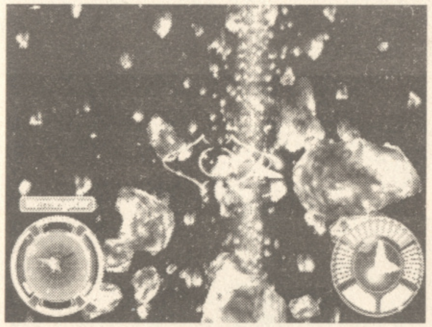
Your job is to protect the Royal Starship by shooting all the enemies. Don't bash into the Starship, or shoot at it. When the first wave of mercenaries show up, target the Daggers first and knock them out in under a minute for a bonus medal.

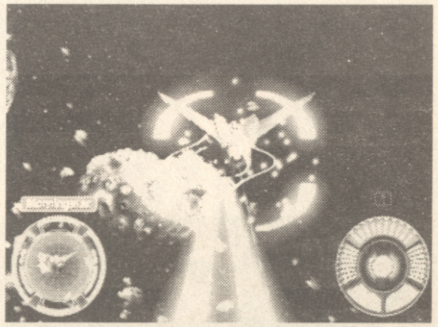


Stay close to the Royal Starship and target any mercenaries that are firing at it first. Hit the Diagonas next, but make sure you take them all out yourself or you won't get another medal.



Just as the Royal Starship's about to make the jump into hyperspace, a new wave of fighters will attack. You'll get another medal if you manage to stop the Starship taking hull damage. It can still be hit on its shields, though.





You'll approach the asteroid belt and some enterprising enemies will use it as cover. Keep your trusty sniper sight locked onto them so that when they try to hide, you can still track and shoot them down.

Success in shooting down mercs has a lot to do with perseverance. Don't keep changing your target, track them round and fire continuously when they're in your sights. Being methodical will help you lots.

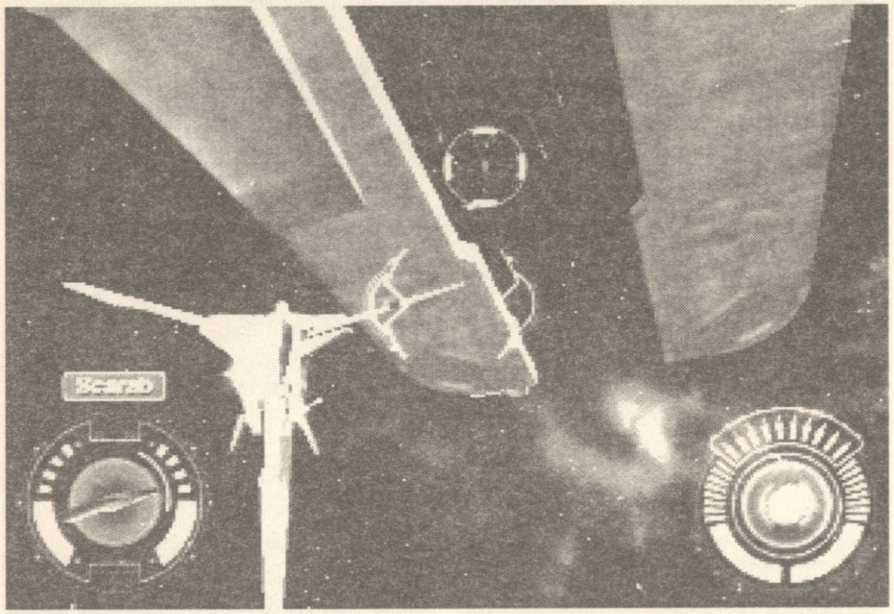
MISSION 3: CONTRACT INFRACTION

GOALS

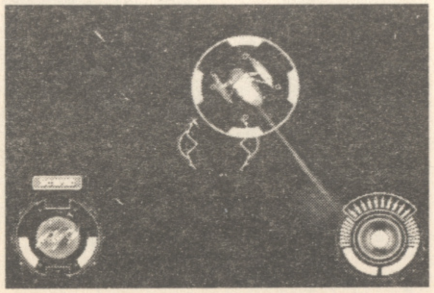
Destroy all Scarab Fighters
Destroy all Hunter-Seeker Droids
Defeat Merc Fighters

BONUS GOALS

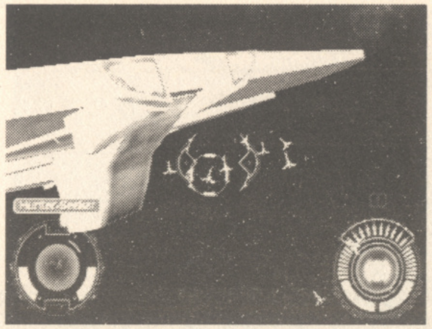
Tag all Scarabs
Complete Mission in under 4 minutes
Destroy all Merc Fighters



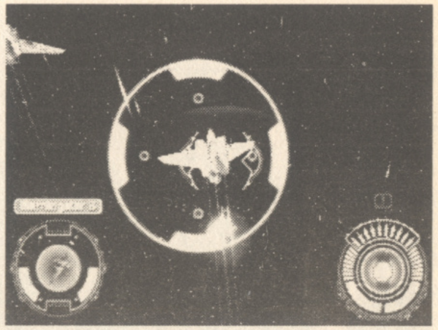
It's time to play as Vana Sage in the Guardian Mantis, which is faster and more manoeuvrable than the N-1. You're employed by the trade Federation to test its Scarab fighters.



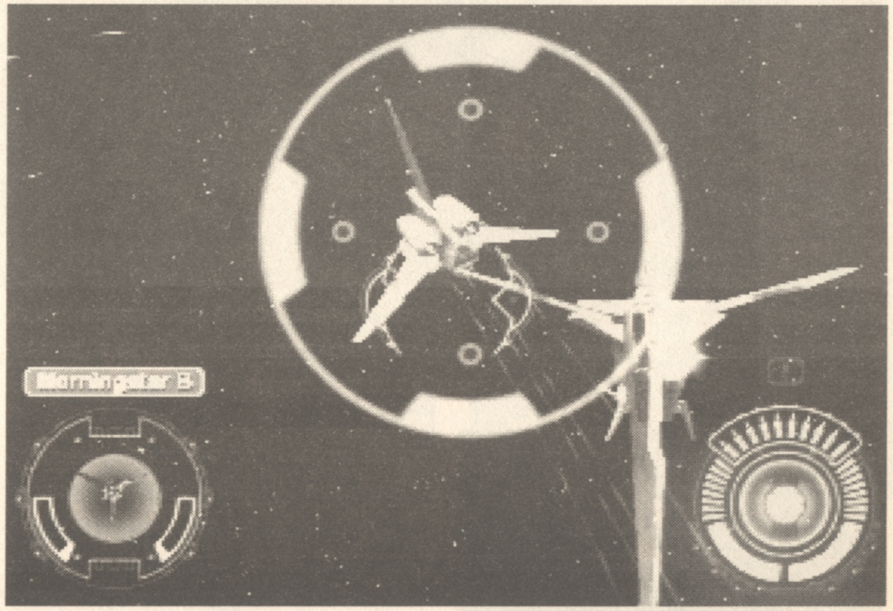
Use your sniper sight to track and destroy the waves of Scarab fighters. Every wave will contain more fighters to destroy, but you'll find they're easier to kill than the merc in the previous mission were.



The evil Trade Federation now tries to destroy you with hordes of weird-looking Hunter-Seekers. Fortunately for you, they're not much cop and they're easy to kill. Just strafe your fire all over them when they first appear.



When all the droids are finished, mercenary fighters show up to try and finish you off. Remember your tactics from the previous battle. Keep locked on and try flying sideways to turn quicker too.



It's worth destroying them all you'll get a medal for completing a bonus goal. Even if you don't end up getting them all, the survivors will flee and you will have completed the mission. Well done pilot!

MISSION 4: SECRETS ON EOS

GOALS

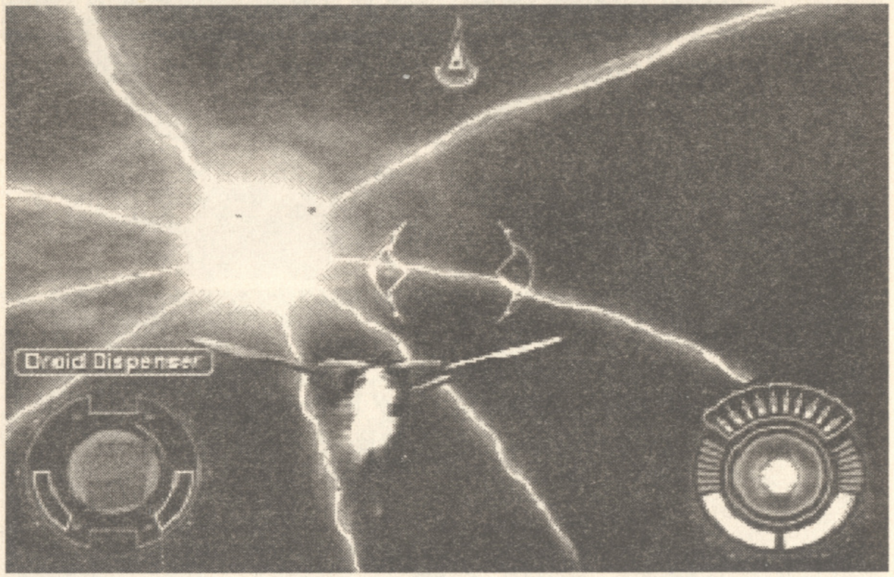
Destroy Shield Generators 1-7

BONUS GOALS

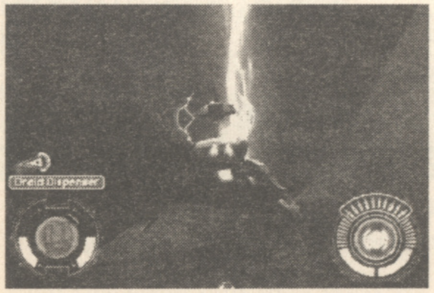
Destroy Dispensers before Droids are launched

Destroy all Miner Droids

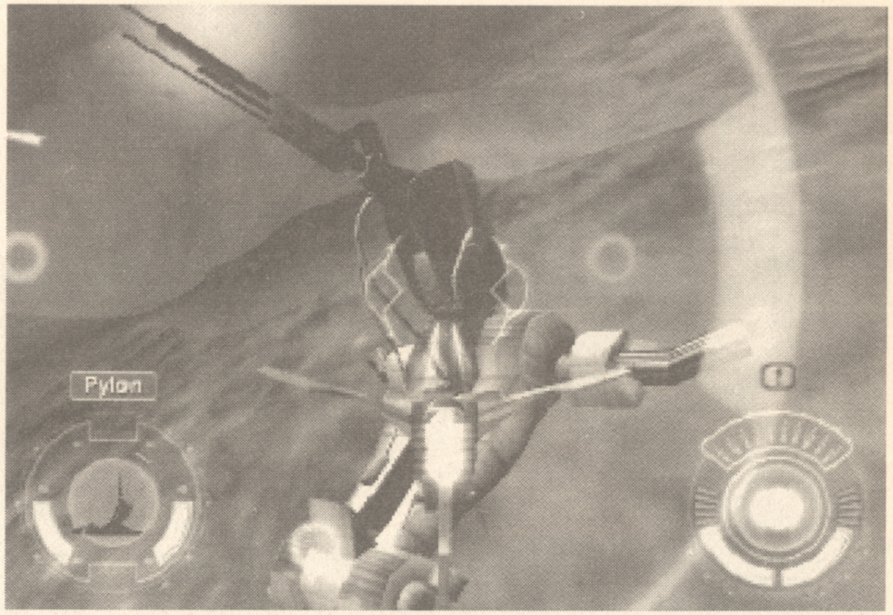
Complete Mission in under 8 minutes



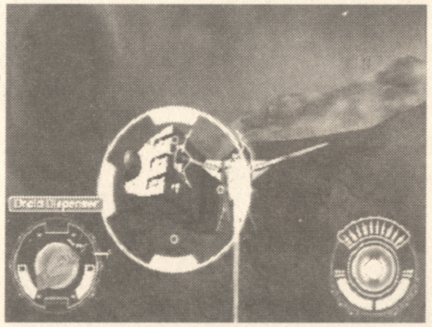
Vana infiltrates a droid base that's protected by eight shield generators. You'll need to destroy seven of them to continue, but they're all heavily guarded by a variety of evil droid inventions.



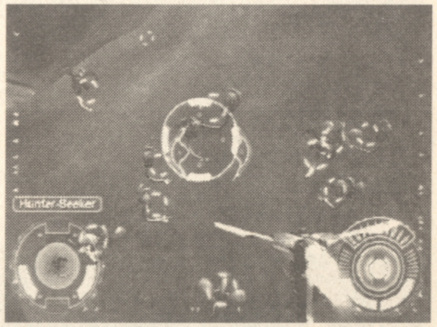
The turret droids will cause you the most problems. Every generator has at least one turret protecting it, so try and shoot them down as soon as you see them or you'll be in for a nasty shock.



Once the turrets surrounding a generator are removed, you can target the generator itself. Use L2 to slow down and get a good run-up at the generator. Hold down and release your secondary weapon to lower their shields.



Dotted around the centre of the area are five droid dispensers. These box-like construction will release waves of droids if you get close. Blowing them up before they release droids will give you another shiny medal.



Feeling lost? Just hold down Square and you'll simultaneously target everything on the level. Use the tiny arrows round the edge of the screen to find the target you want. This is a useful technique on almost any level.

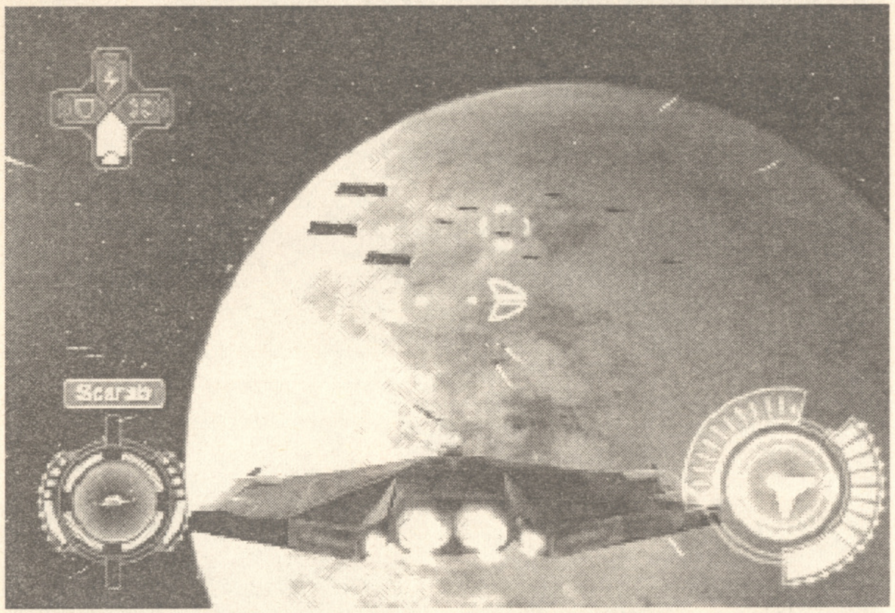
MISSION 5: PIRACY ABOVE LOK

GOALS

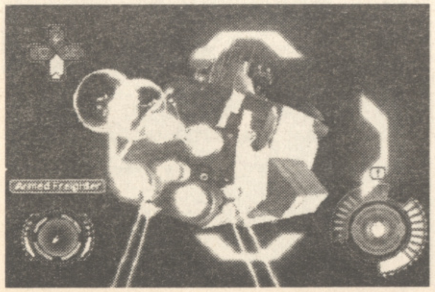
Disable one Superfreighter
Destroy all Scarab Fighters
Destroy TF Repair Ships
Destroy all Droid Starfighters

BONUS GOALS

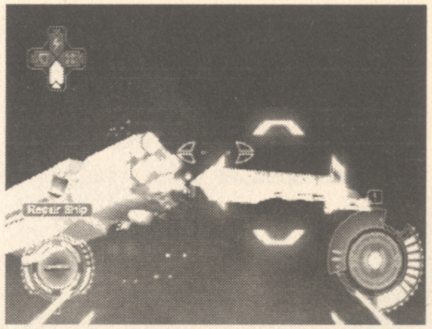
Destroy 4 TF Freighters
Complete Mission in under 7 minutes
Destroy Missile Frigate



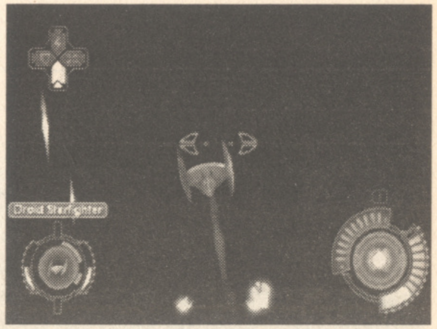
Things start getting a bit more complicated now. You're playing as the warlike alien Nym and he's flying the lethal Havoc. What it lacks in speed and agility, it make up for in raw firepower. Cool.



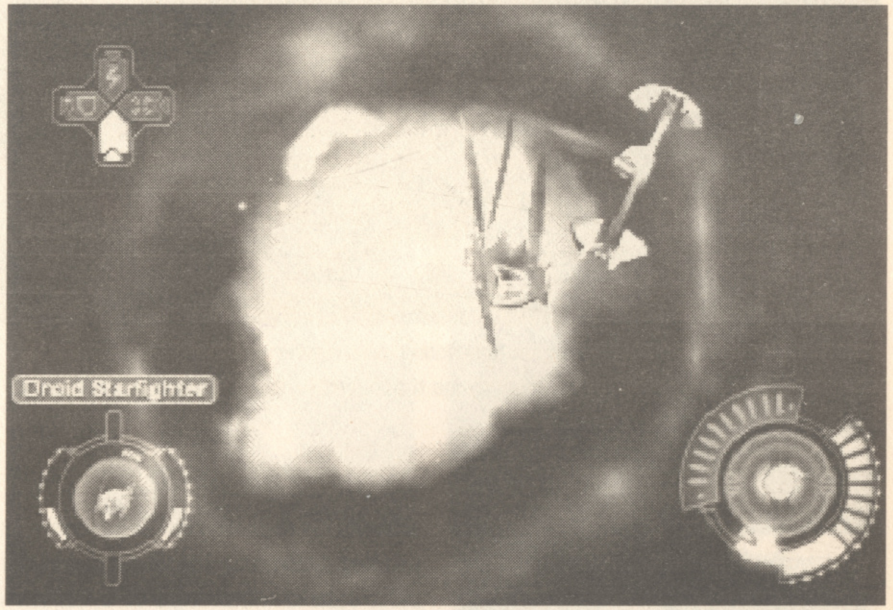
Choose any armed freighter and knock out its shields but don't destroy it. This freighter is now your booty and you must preserve it from the attentions of the droid army. Shoot down the other freighters for a medal.



You'll be attacked by Scarabs, so track them across the sky and blow them away. After a while a missile frigate and two repair ships appear. Destroy them all or your stolen cargo will be retrieved.



When they've been dealt with it's time for the first appearance of the enemy's secret weapon - the Droid Starfighters from Star Wars: Episode One. They're harder to kill than the Scarabs, and faster too.



It's a shame you're so slow because the Droid Starfighters are as agile as they were in the movie. At least you'll be able to hit them with you auto-firing cannon and do some decent damage.

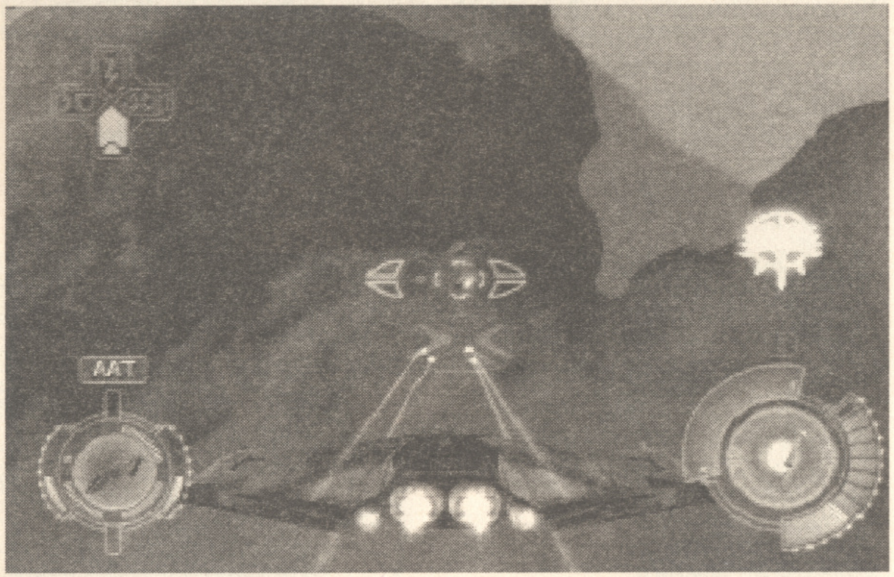
MISSION 6: VALUABLE GOODS

GOALS

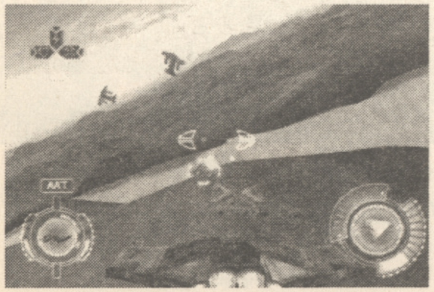
Protect Pirate Freighter during loading
Escort Pirate Freighter

BONUS GOALS

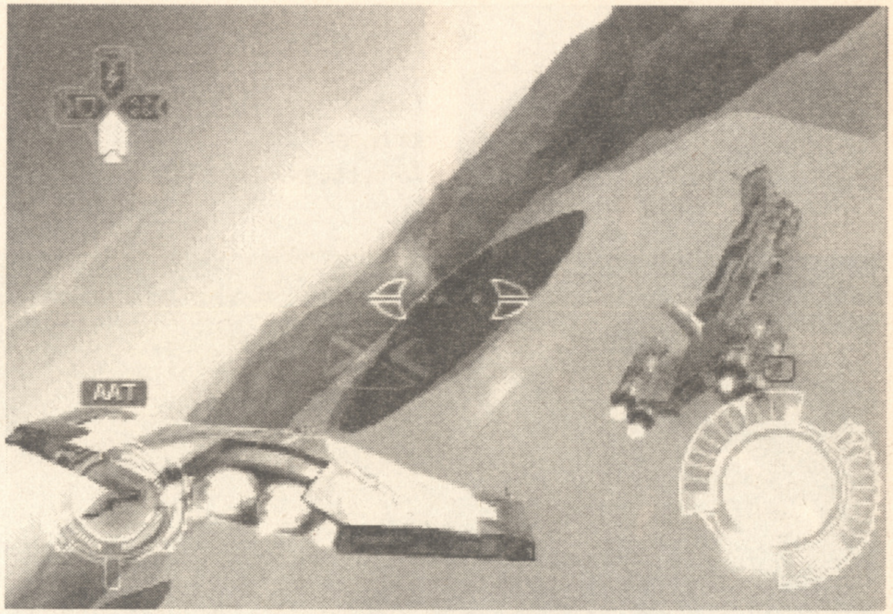
Destroy Dropships before tanks are launched
All Pirate Speeder Bikes must survive
Destroy Recovery Freighter



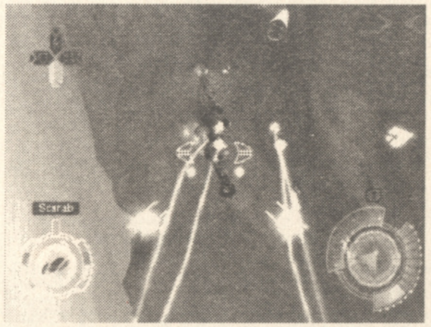
Another mission in the Havoc sees you protecting the freighter you captured as it's plundered on the planet's surface. Your bombs that flew through space are now subject to gravity, so it's harder to hit targets.



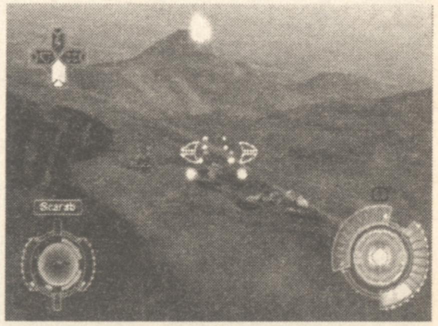
First, boost over to the Drop Ships in the distance. Use your bombs to take both of them out before they can drop their deadly cargo of tanks. When that's done, boost back to where the freighter's being attacked.



Use your bombs, which will have recharged by now, to knock out AATs as they attack. Don't fly too close to the explosions or you'll suffer lots of damage too. Tell your wingmates to defend the freighter by targeting it and pressing left on the D-pad.



The cargo will be transported along the river. Keep watching the skies for signs of Trade Federation bombers. These are heavily shielded, slow flying craft that can do as much damage with bombs as you can.



Once the bombers have been destroyed, another dropship will appear. Take it out like you did the first two, and you're nearly there. Watch for some tanks over the entrance of the cave just as the cargo makes it to safety.

MISSION 7: EYE OF THE STORM

GOALS

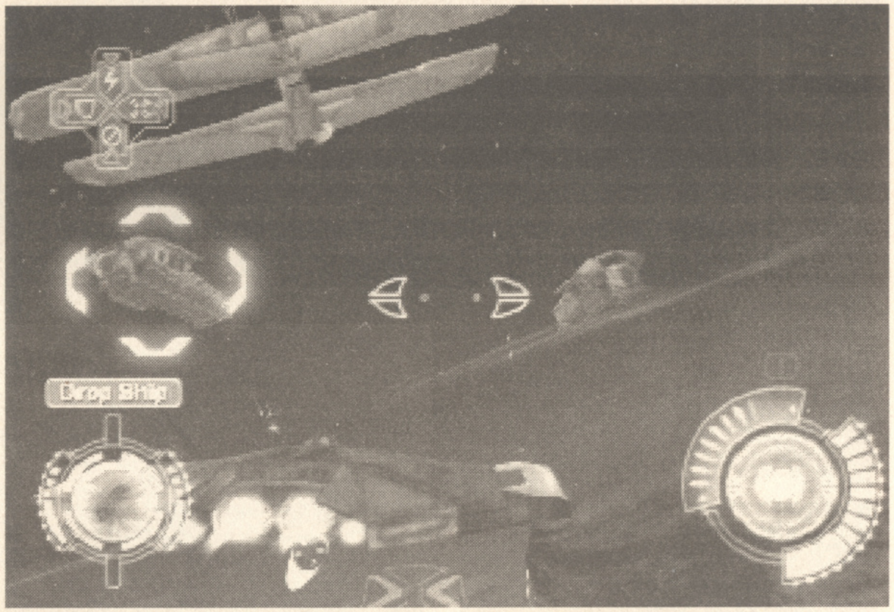
Protect Evac Transports during loading

Protect Inferno Turret

BONUS GOALS

Destroy Dropships before tanks are launched

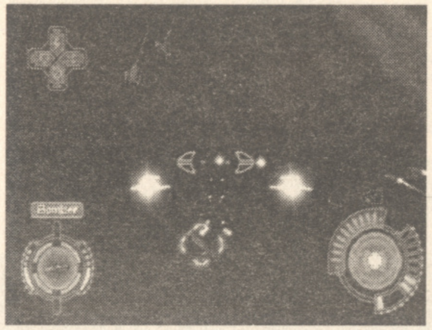
All decoy freighters must survive



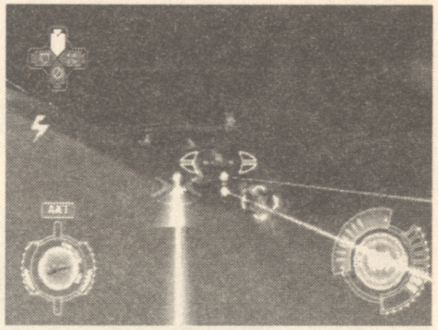
This mission in the N-1 will lunge you into the centre of a droid attack on your base. First of all, target the two Drop Ships above you. Tell your wingmen to take one of them out and concentrate on the other one.

Jenkins' Freefall

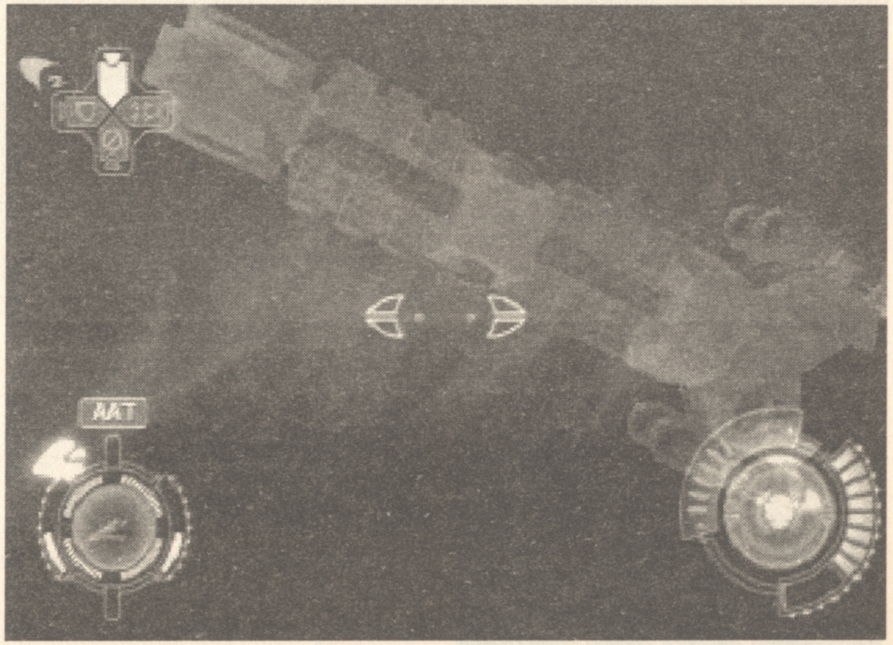
Now it's time to protect the hapless pilot Jenkins who's slow to take off. Just make sure you get all the Scarab fighters around and he should be fine. You'll get a bonus medal if he survives, but you would have helped out anyway, right?



Bombers flying in from all directions will soon be a real hazard. The sooner you spot them and take them out with continuous fire, the safer your base will be. Keep a lookout for more Drop Ships too.



The other threat is the AATs creeping slowly towards the base. Try to bomb them into the ground when they're still clumped together for maximum efficiency. After a while, your decoy freighters will take off.



If you've get rid of Bombers and Scarabs effectively, the decoys should all get through and you'll have earned another medal. The most important ship to protect is the Evac Transport. Don't let it be destroyed or it's game over.

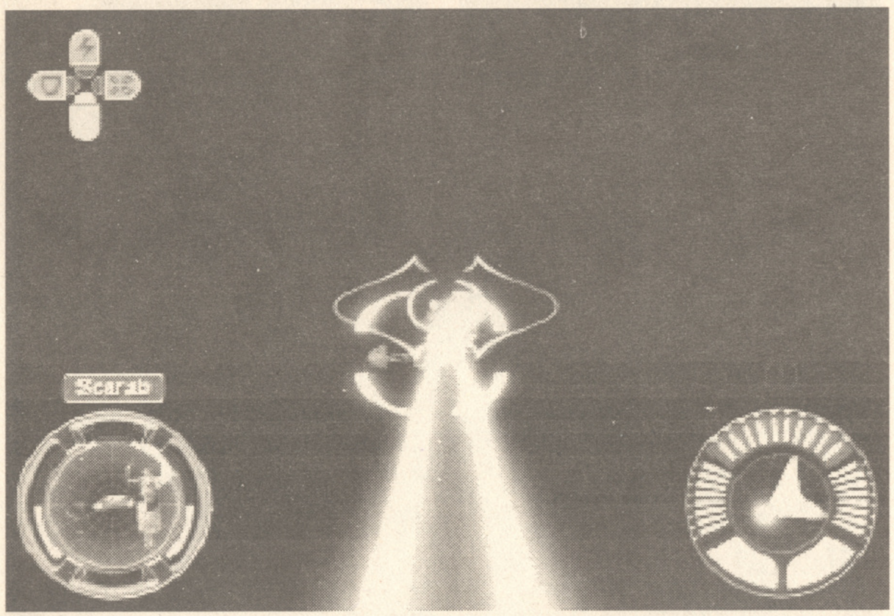
MISSION 8: TAKING THE OFFENSIVE

GOALS

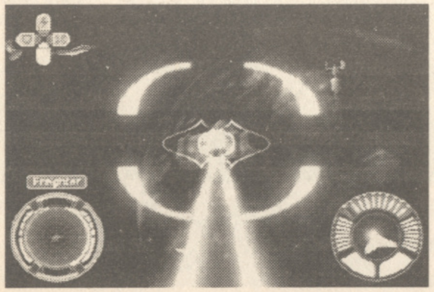
Destroy Orbital Satellites
Destroy escaping TF fighters

BONUS GOALS

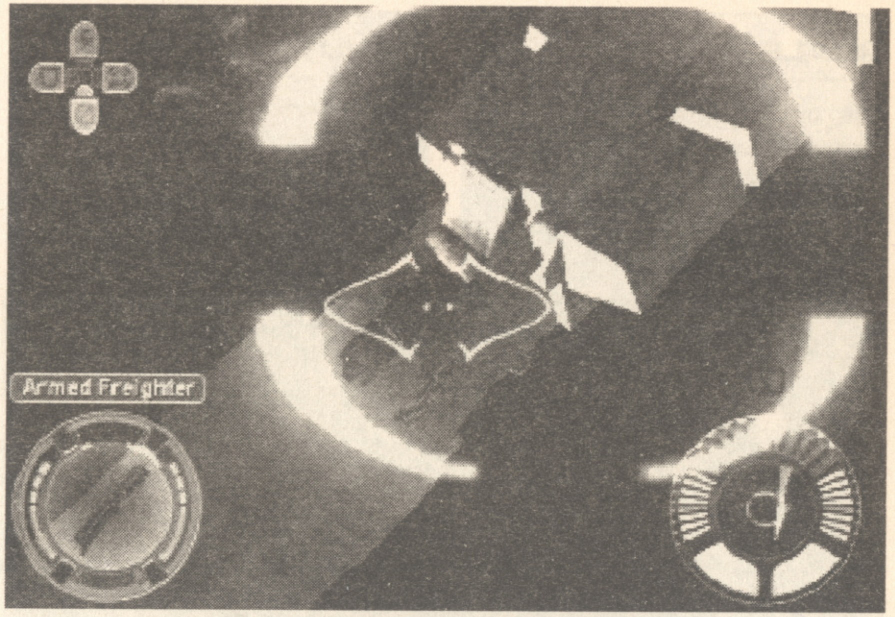
Destroy escaping SuperFreighter
Destroy all TF fighters
Complete mission in under 7 minutes



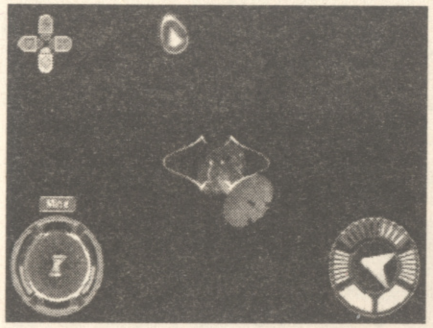
This is a slightly slower paced mission in which you have to knock out satellites in orbit round a planet. There's great big gun on the planet's surface which will occasionally fire at you too.



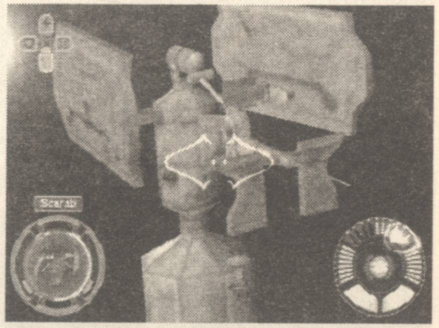
Divide your time between shooting the Scarab fighters and trying to blow up the shielded satellites. Try to save your missiles though, as there'll be other targets that need taking out quickly soon.



In time a superfreighter will appear. Now's the time to use those hoarded missiles, because it won't hang around for long. If you can't find it, scroll through your targets by pressing Triangle.



Watch out for the mines. These annoying items will explode if you come too close and leave a big bolt of searing plasma for you to hit. Try taking them out from a distance and the plasma will disperse before it reaches you.



Finish off the satellites at last, and you'll complete the mission..If you have any missiles left, fell free to unload them. If only every ship had recharging bombs like the Havoc, everything would be a lot easier!

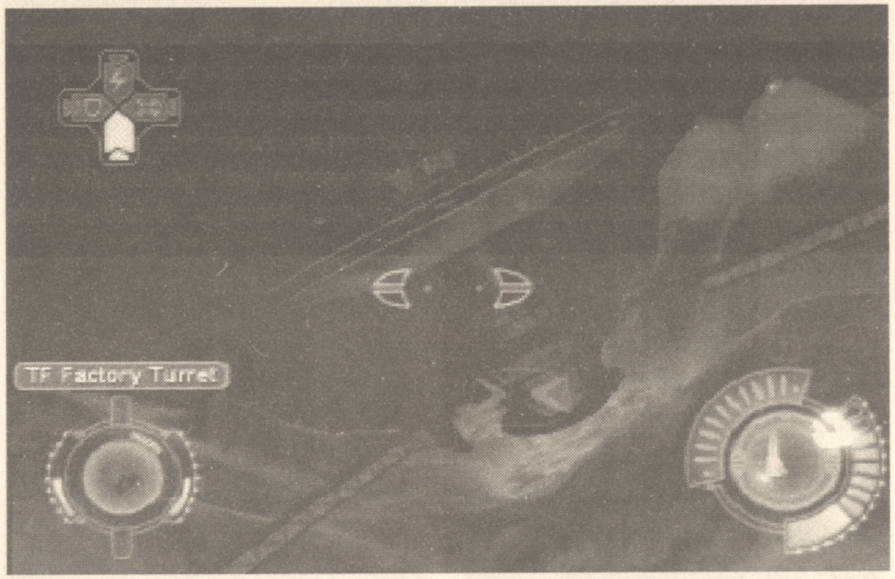
MISSION 9: THE CRIPPLING BLOW

GOALS

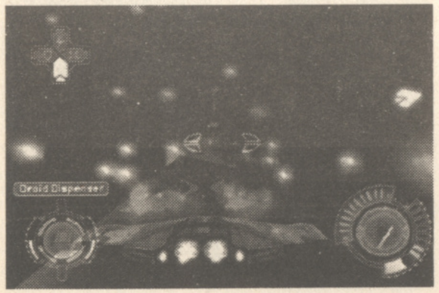
- Destroy Landing Pad
- Destroy Manufacturing Building
- Destroy Power Station
- Destroy Main Factory
- Destroy Command Centre

BONUS GOALS

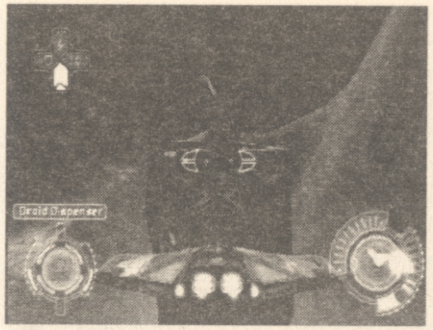
- Destroy Command Centre in under 1 minute
- Destroy Planetary Gun
- Complete Mission in under 8 minutes



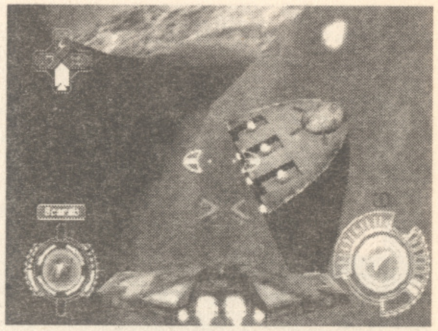
Back in the Havoc, it's time to put your bombing skills back into practice. You're taking the battle to the Trade Federation, so try to blow up all their installations. Boost to the Command Center first and waste it.



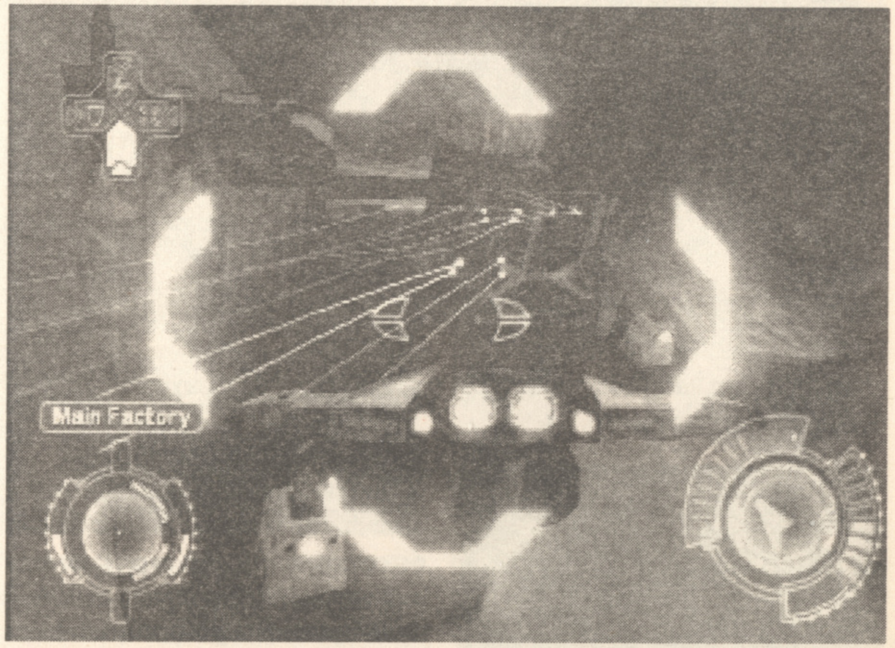
You may have moticed that while your'e doing so, you're getting hit by laser fire from loads of irritating turrets. Hit their blue spots to wipe them out, or use a single well-placed bomb, in the classic Nym style.



Now find the Planetary Gun that caused you so much trouble in the previous level. It's behind the Power Station and isn't too hard to destroy, once you've removed the turret on the cliff overlooking it.



Remember the droid dispensers from mission 4? There's more of them here too, and although you won't get anything for blowing them up it will save you having to deal with loads of troublesome droids.



Some of the larger buildings actually have turrets on them as well. Fly past first and take them out before you even think of bombing the main building. If you can do all this in under 8 minutes, you'll get a medal, and respect from us Masters cos it's not easy.

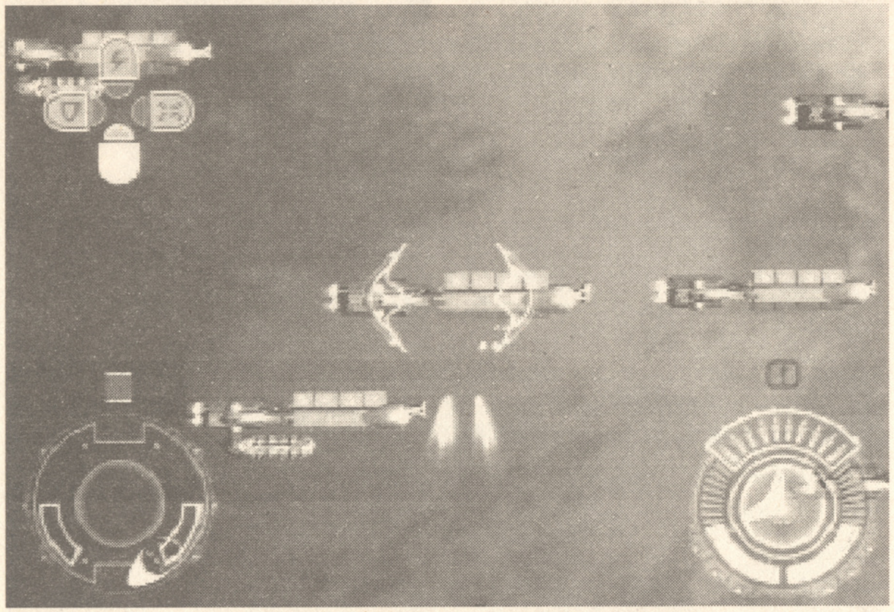
MISSION 10: THE NEW RESISTANCE

GOALS

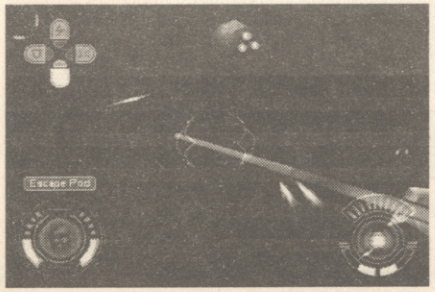
Disable one armed freighter
Protect Captured Superfreighter
Destroy Armed Freighters

BONUS GOALS

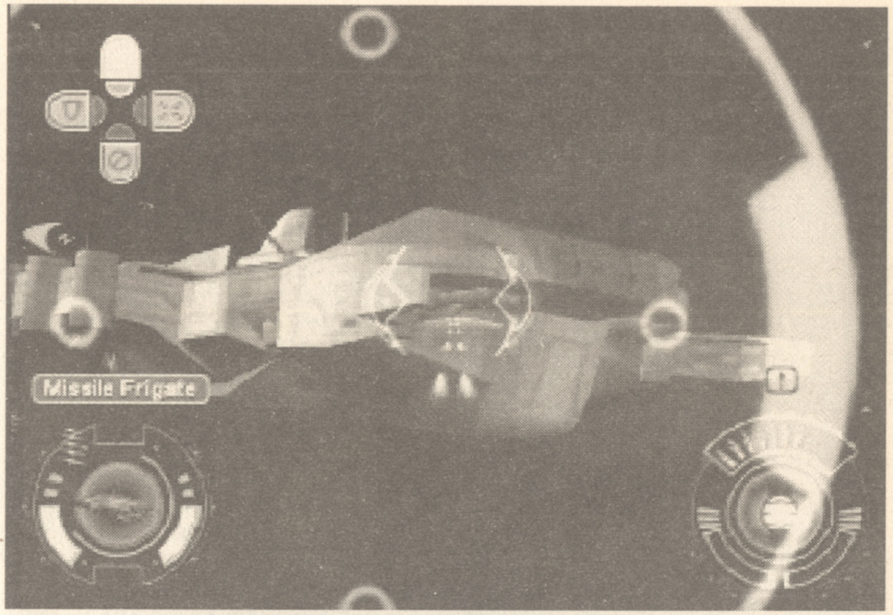
Destroy All Droid Escape Pods
Complete mission in under 8 minutes
Destroy all Missile Frigates



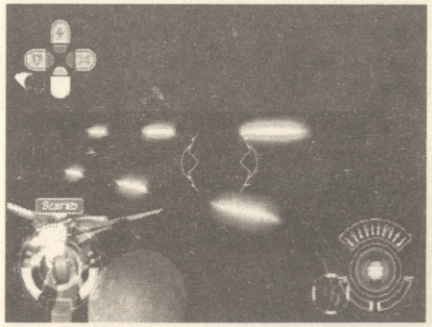
Reti has a bright idea to take over a freighter, so this mission's all about keeping him safe while he's inside a Trade Federation freighter. You'll need to disable a freighter as you've done before, so Reti can get in.



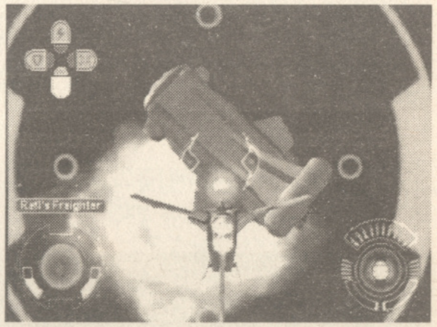
To complete a bonus goal you'll need to watch for three droid escape pods. They disappear fast so try and target them as soon as possible. Keep shooting away at the other armed freighters, or you'll never finish.



Three giant Missile Frigates will turn up to try and blow stuff up. Shooting them all will fulfil another bonus goal and make your life a lot easier. Get your teammates to protect Reti's freighter while you blow them up.



A massive amount of Droid Starfighters show up, so it's time to dogfight. Try and get them while they're still close together as they're easier to hit then. Don't let them get a shot at Reti's freighter.



Reti will finally move out of the freighter. Now you just need to blow up any remaining freighters, including Reti's one after he's left it. This will complete the mission, and probably leave you feeling very relieved as well.

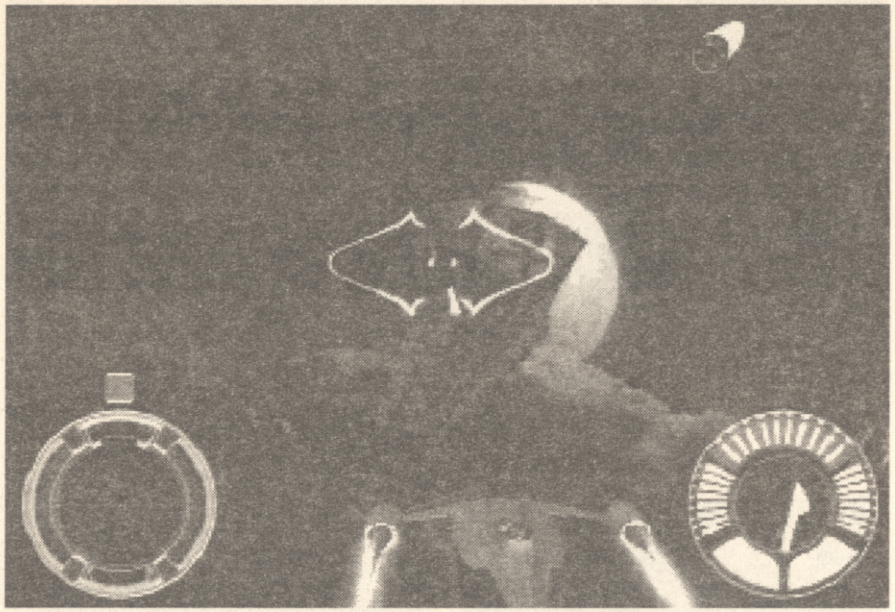
MISSION 11:MIDNIGHT MUNITIONS RUN

GOALS

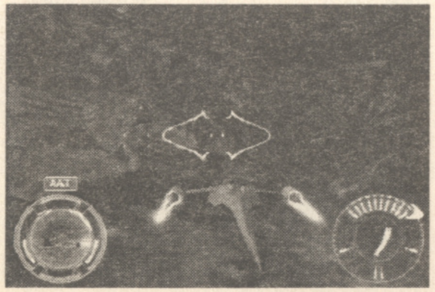
Escort Reti to Resistance Base
Rescue N-1 Resistance Escorts
Defend Resistance base

BONUS GOALS

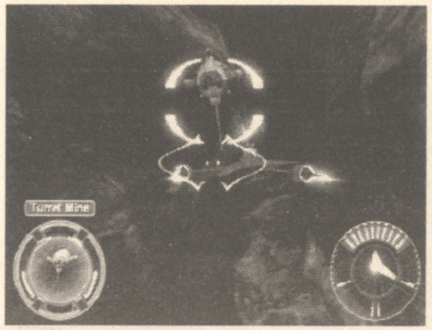
Destroy all AMTs
Destroy all Dropships
Complete Mission in under 7 minutes



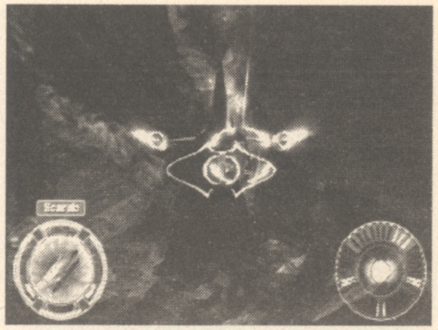
You must protect Reti as he flies through the canyons of Naboo. Try and hit everything you can, because if you miss something in a narrow canyon you won't be able to turn back and get it, and Reti will be in danger.



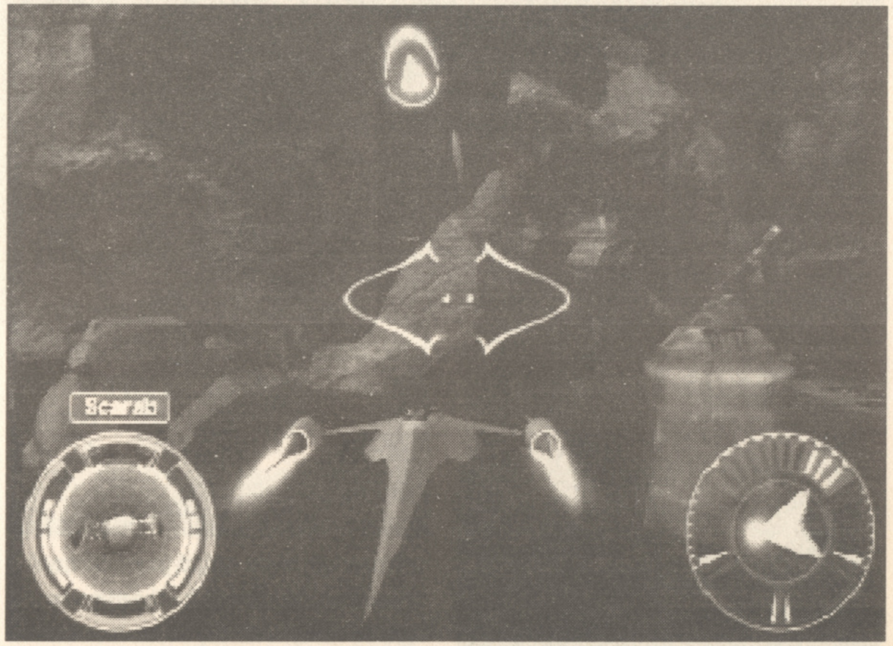
When you reach the first open space, there'll be a Drop Ship to blow up if you're very quick. Getting all the Drop Ships will earn you a medal. Take out all the Aats to make it safe from Reti.



Make it through the next open space and there'll be turret mines waiting to shoot Reti down. You'll need to shoot them all just to find a way through the canyon anyway, as they're blocking the path.



Help out some Naboo fighters by shooting all the tanks in the next open space. Once all the AATs are gone, you can help them destroy some Scarabs to continue. Watch for Scarabs on Reti's tail too.



When you reach the base you'll find it's under attack by all manner of tanks. Hopefully you've saved enough missiles to make this an easy task. If not, fly high and snipe down. Getting all the AMTs in this mission will net you a medal.

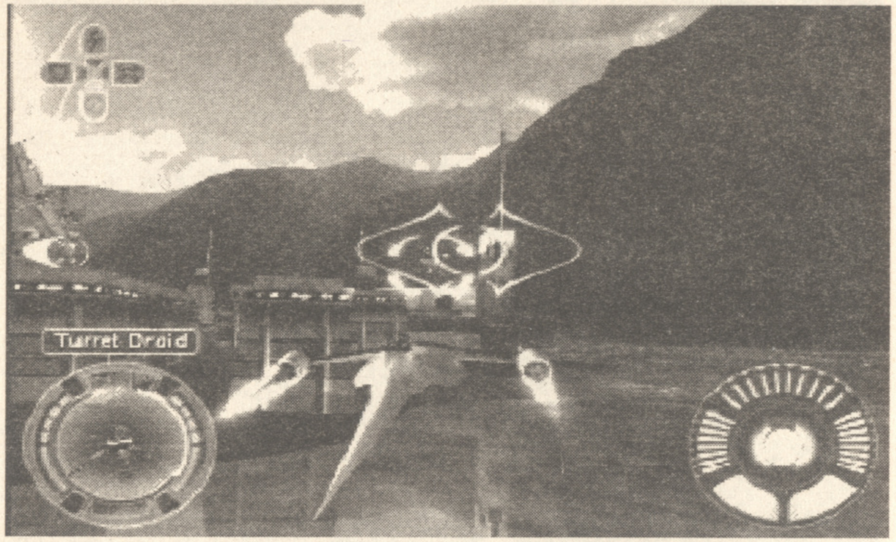
MISSION 12: RESCUE ON THE SOLLEU

GOALS

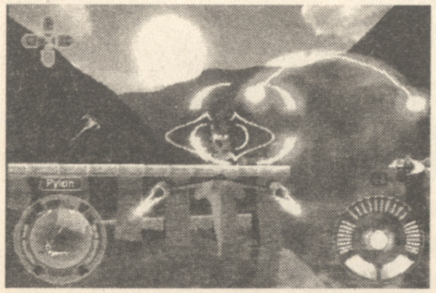
Protect Rescue Boats
Destroy Turret Droids on prison camp islands
Provide escape route for Rescue Boats
Protect Resistance Freighter

BONUS GOALS

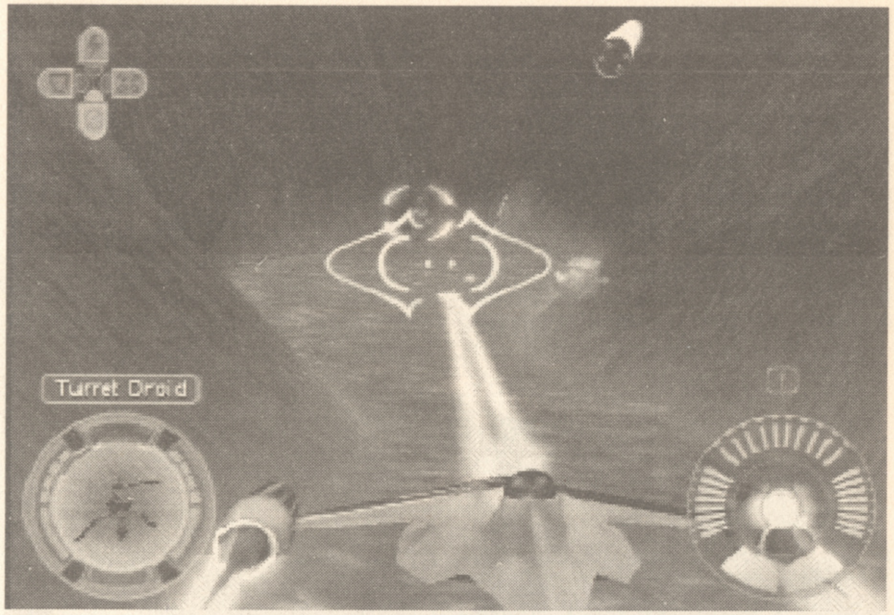
Destroy All Turret Droids
Destroy Dropship before tanks are launched
Destroy all Droid Starfighters



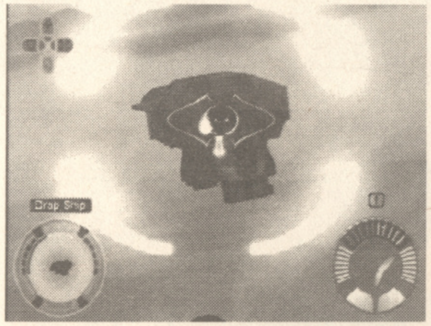
This action-packed mission sees you defending three escape boats as they make their way to a lift off of the planet. First destroy the turret droids on the islands, and the boats will come out into the open.



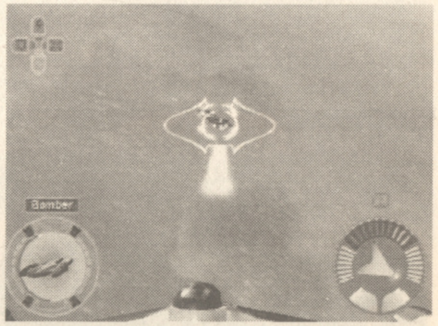
Make sure they're safe by shooting all the STAPS and boats that swarm around. Then take out one of the shield generators and the way will be cleared for their escape. Fly into the valley when the boats seems safe.



You must shoot out all the turrets in the valley or the boats will be sitting ducks. Don't get carried away and leave the boats on their own, or you may return to find them destroyed. Remember the turrets right by the sea.



A Drop Ship is trying to sneak some tanks onto the delta. Take it out with some well-aimed missiles and you should have enough time to deal with the Scarabs before the boats make it to the sea.



Bombers will soon arrive, so snipe them as soon as you can. Don't forget to destroy the Patrol Boats attacking the rescue boats either. Eventually the boats will drop off the refugees and you'll have to defend their craft for a short time.

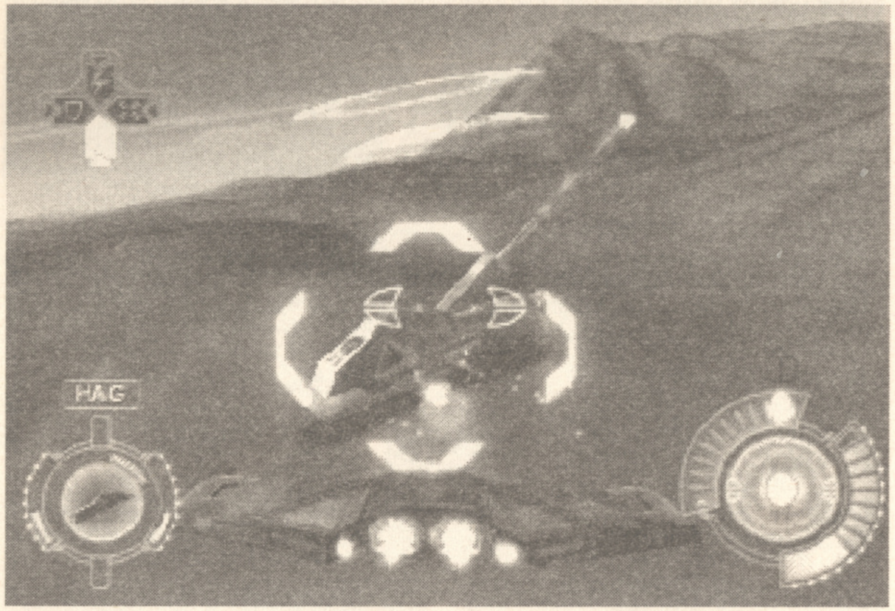
MISSION 13: LAST STAND ON NABOO

GOALS

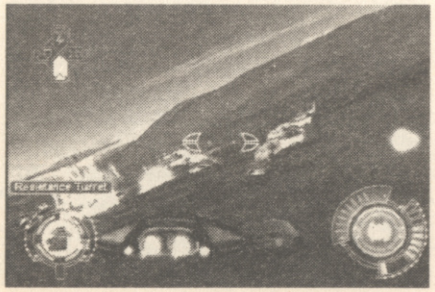
Protect Resistance Turrets

BONUS GOALS

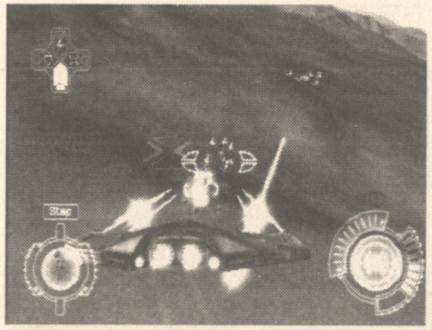
All Resistance Turrets must survive
Destroy all Scarab Fighters
Complete Mission in under 12 minutes



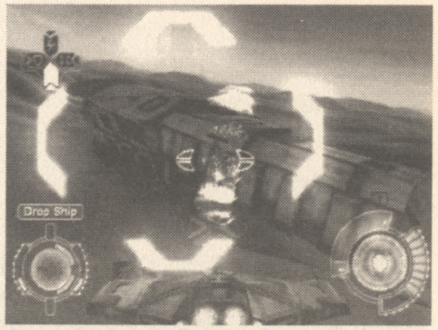
This mission is one long frenetic attempt to save the Resistance Turrets. Youre first task is to destroy all six HAGs which are bombarding them. Boost over and use your bombs, and get your teammates to help.



When all the HAGs are gone, alternate between destroying the Scarabs for a bonus medal and taking care of the AATs that are firing at the turrets. Bombers will appear soon, and it's crucial you hit them as soon as you spot them.



Another wave of droid troops pours from the ships including the feeble STAPS and loads more AATs, so fly over and bomb them all. The sooner you get there, the closer they'll be and the easier to hit too.



Over the other side of the battle, the first of two Drop Ships will try to land, so take it out with your bombs before it can deploy even more tanks. Expect even more bombers about this time too.

Once you've dealt with the second Drop Ship, there's not much more to go. Just concentrate on getting Bombers and carpet bomb the remaining AATs that appear. Eventually, they stop coming... eventually!

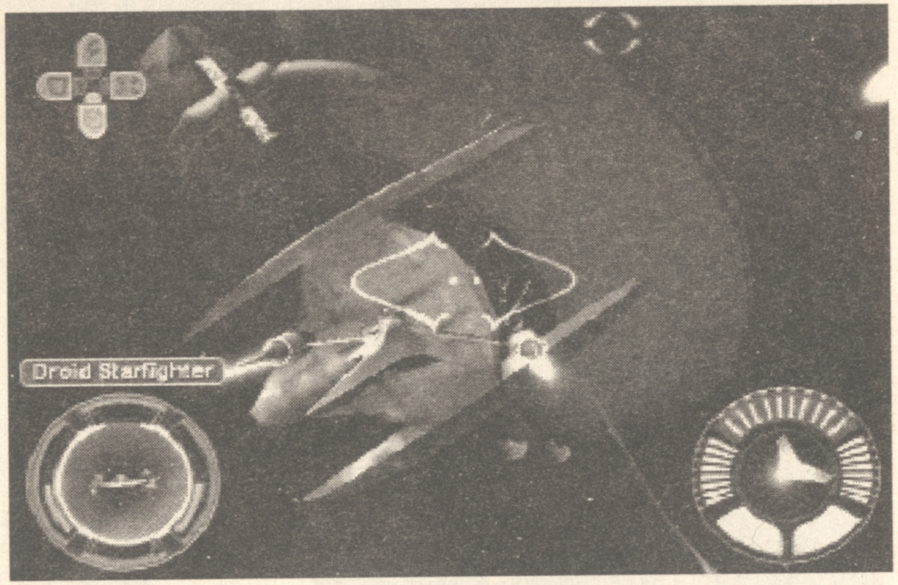
MISSION 14:THE FINAL ASSAULT

GOALS

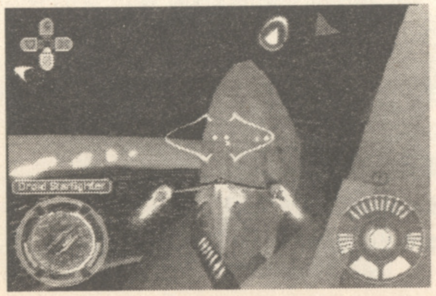
Destroy all Receiver Stations
Destroy all Droid Starfighters
Destroy Merc Leader
Destroy Shield Reactor
Escape DCS

BONUS GOALS

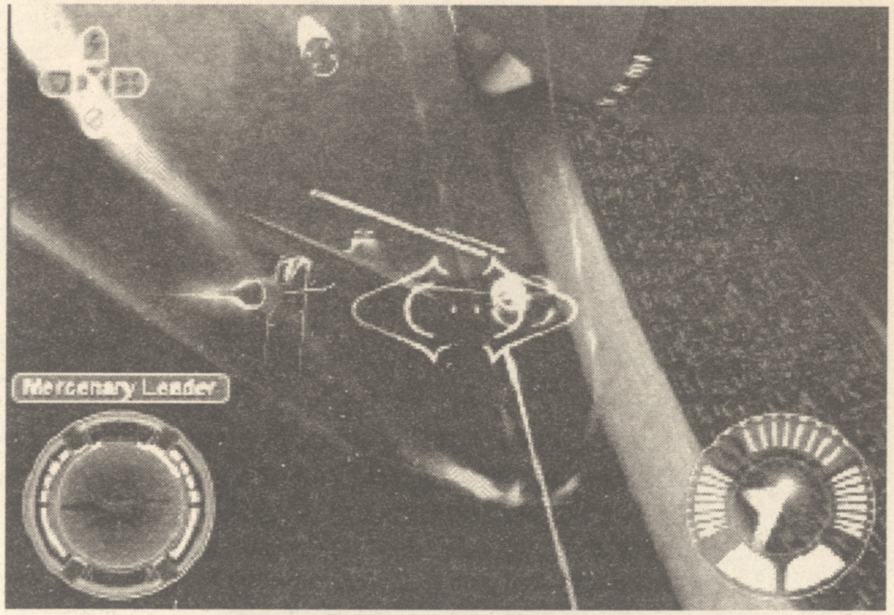
Destroy all Receiver Stations in under 2 minutes
Destroy all Interior Ceiling Turrets
Destroy all Assembly Cranes



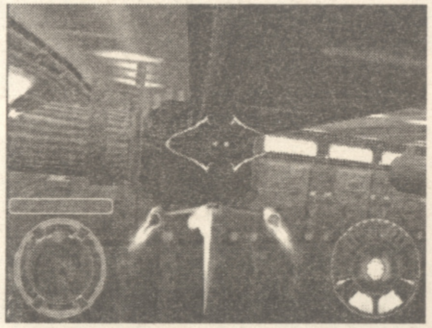
It's the final mission, and what a mission it is. Fight the Droid Starfighters on your way up to the Control Ship,but don't hang around. There's loads of Receiver Stations to take out, and a medal if it's in under a minute.



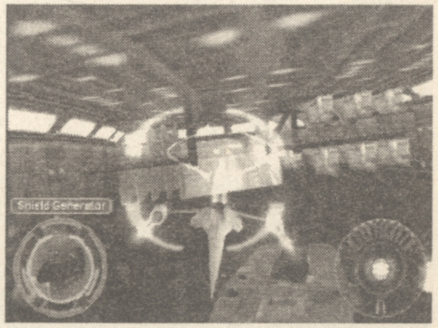
Hold down Square to locate all the remaining Receiver Stations. There's some big ones in the centre you might have missed. When yo're done, you'll have a chance to polish off the remaining Droid Starfighters.



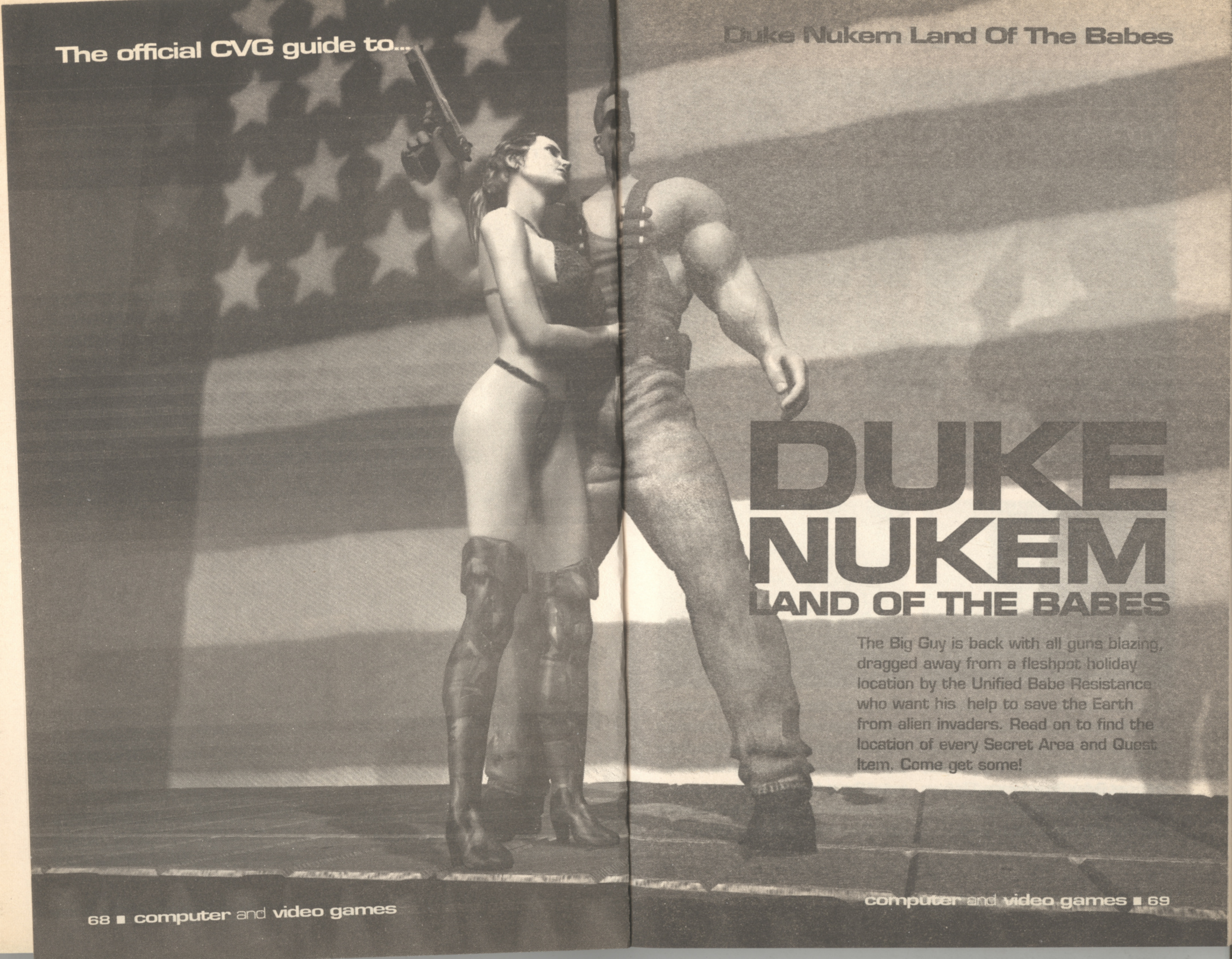
The lethal Mercenary Leader will appear. He's got plasma bombs and a shield that regenerates unbelievably quickly. He's the guy you have to defeat to finish the game, so take off as much energy from him as quickly as you can.



Follow him into the heart of the Control Ship but look out for ceiling turrets. When he boosts off, follow him closely into the duct. Slow down at the other end to avoid the energy columns and continue to blast him in the next room.



He'll scoot through one more tunnel, follow and finish him off. It might take a while, and it is possible. Fly through the duct to hangar three, blast the shield reactor and get the hell out of there... congratulations, you've just saved the planet!



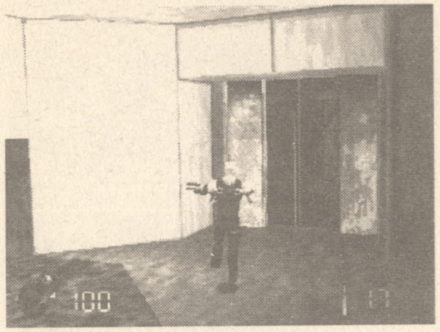
DUKE NUKEM

LAND OF THE BABES

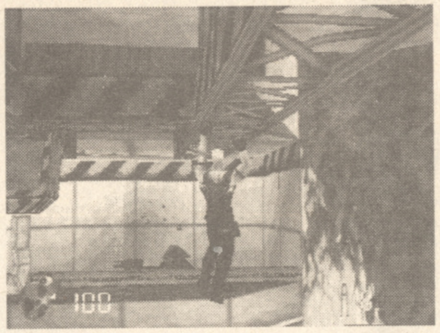
The Big Guy is back with all guns blazing, dragged away from a fleshpot holiday location by the Unified Babe Resistance who want his help to save the Earth from alien invaders. Read on to find the location of every Secret Area and Quest Item. Come get some!

WELCOME TO THE FUTURE

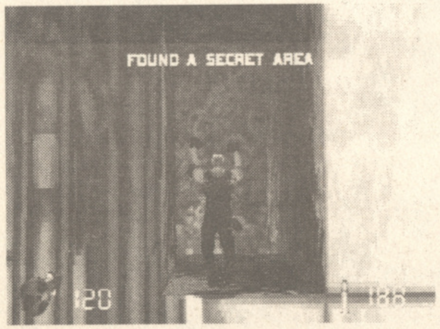
Find the generator, switch on the base power supply and work your way up to the surface. You'll meet killer rats and pig cops on this level. Should be a piece o' cake.



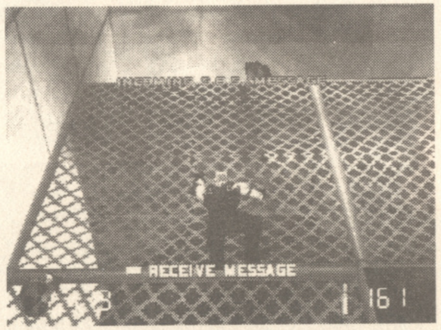
At the start go straight and shoot crates by the walls. Remember, in Dukeworld, everything can be shot up for hidden goodies. Head for the lift shaft on the left. Jump across onto the ladder and climb down.



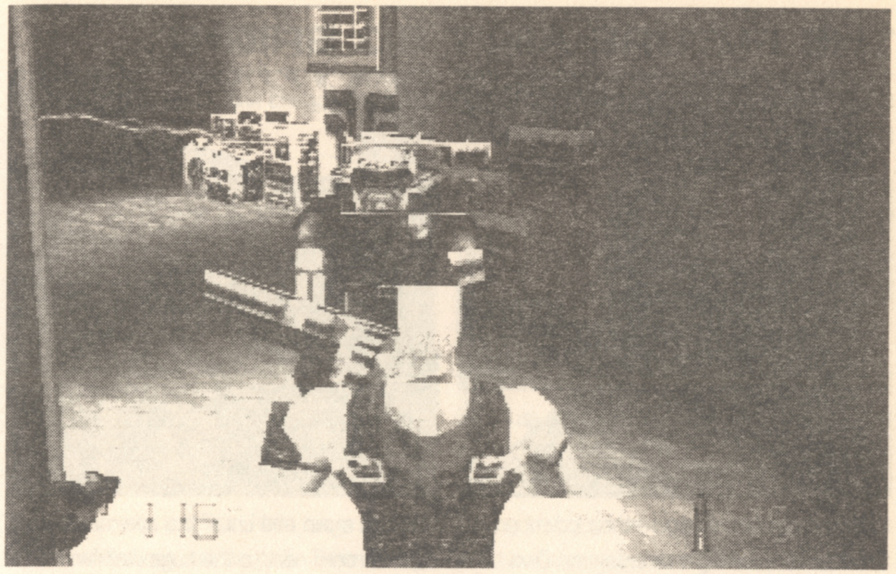
Out of lift shaft and head right for a large open area. Use the sniper rifle to shoot the rat in the control room, swing across the ceiling and drop down in the control room. Press the red button to clear the missile that's blocking your route to the generator.



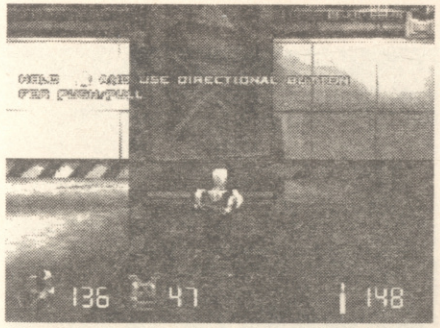
Swing to the opposite side. On the way shoot out crack in right wall for a Secret Area. Jump down into the corridor to reach a Re-Entry point. Climb down ladder to your right to get Duke's Bio and ammo. Climb back up and continue along the corridor. Press the red button to restore power.



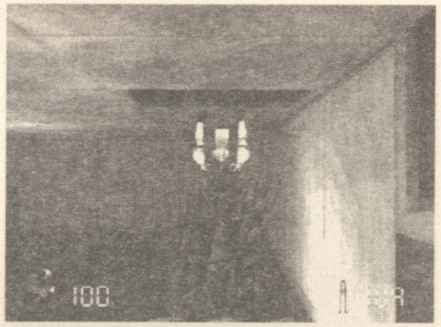
Climb up the bloody trail on the wire cage around the generator. Go through the hole in the wire to a lift shaft. Jump across, climb down to bottom and shoot wall to find the second Secret Area and the Quest Item. Climb back up the ladder and exit via the lift door. Run across to the High Voltage room.



Edge round the room avoiding the electricity. Shoot out the grill on the right to access the third Secret Area and get Duke's Bio. Jump down the hole in the middle to get a Laser Blaster and some ammo. Jump back up, kick open the door and enter the Laser Testing Area.



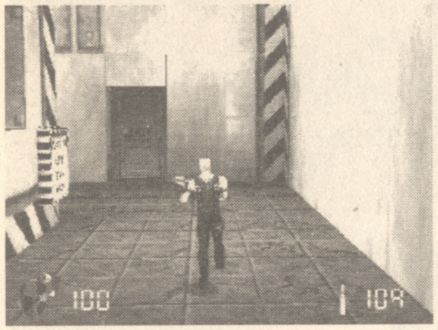
Grab the large metal block (press X) and pull it along until it's lined up in front of the laser gun. Shoot the glass screen to access the laser and press the red button on the control panel to fire the laser at the block and create a chain reaction.



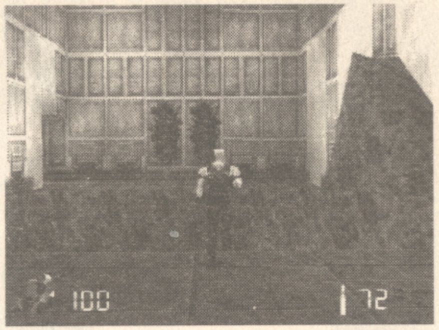
The chain reaction will blow the door open. Make sure you turn off the laser before trying to leave. Exit the room and shoot out the ceiling grill in the next room. Pull the metal trolley underneath the hole and climb up to finish the level.

THE FUTURE AIN'T SO BRIGHT

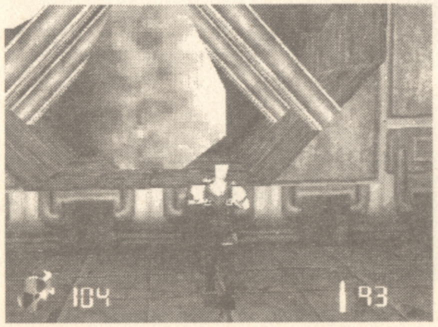
Continue exploring the Defence Force Research base and try and find a way to the surface. Get wet and blow things up. Cool.



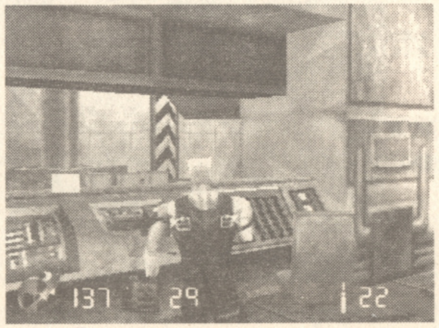
Grab the combat shotgun, then kick open the door on your right to enter the Dive Tank Area. Go through the door on the far side of the Dive Tank. Notice the lift shaft in the centre before heading right into a burning tunnel.



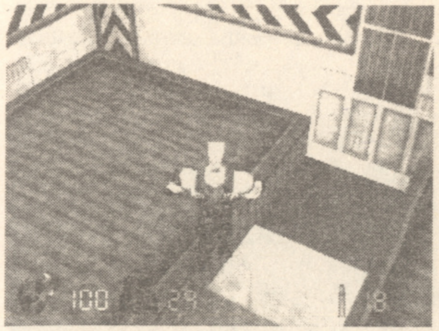
Go right again and enter the ape-manned control room next to the huge wall fan. Press the red button to turn on the fan, then use the fan's blast to help to blow you across the water. Go into the next room and press the Dive Tank Override button.



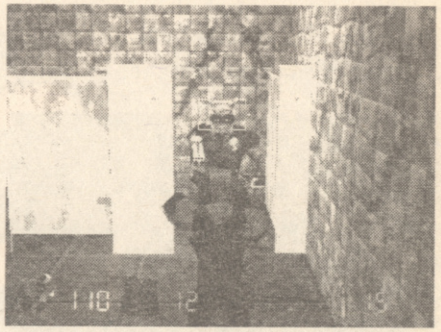
Exit, then enter the opposite room and press the red Elevator Over-Ride button. Head back to the control room next to the fan and turn the fan off. Shoot out the grill behind the fan and climb up to reach the first Secret Area and get the Quest Item.



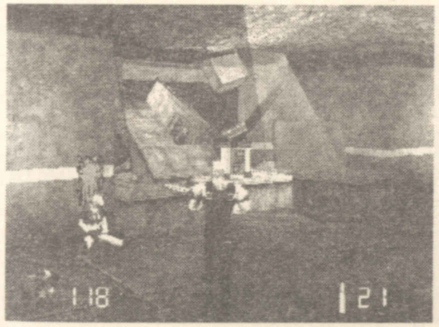
Go back to central elevator area and down into the now open elevator. Secret Area and Duke's Bio here. Head right to the Zero Gravity Testing room. Operate the buttons at console. Push 'til machine in centre spins and Testing room starts shaking.



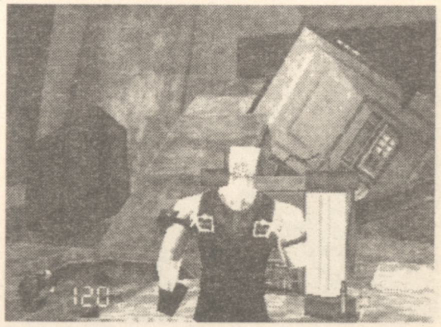
Climb onto the machine and jump up to the right onto the ledge. Climb up onto the next ledge and blast open the Dive Tank door. Jump down into the Dive Tank, swim to the bottom and shoot out the grill. Swim along the tunnel and get Duke's Bio from the bottom of the next tank.



Swim up and climb out into the toilets and a welcome Re-Entry point. Open the toilet doors to look for goodies but watch out for lurking bad guys. In one of the rooms you'll see two burning barrels. Blow them up and climb up to access the final Secret Area.



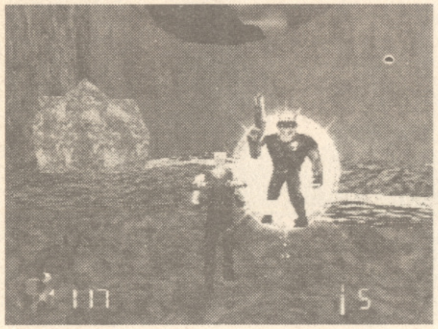
Leave the bogs and follow the corridor round to the left. Look behind the many doors in this area if you like, but be warned that there are lots of guards hiding behind them. In the reception area on the left you'll see a bomb without a detonator.



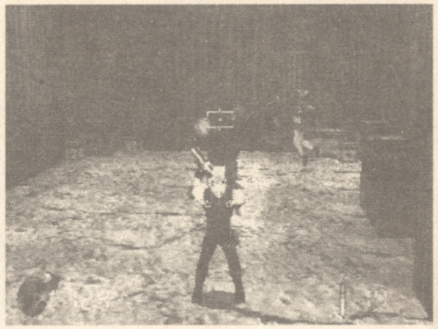
Pass through the reception area and head left to the EDF lift lobby. Enter the smaller room on the left to get the detonator. Be prepared for a pretty intense ape ambush at this point. Lock and load! Now go back and activate the bomb to finish the level.

BIG GUNS

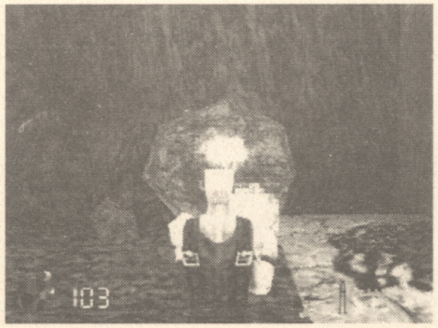
Finally you're out in the open. Now you have to destroy the tower with explosives, find Jane and bring down Silverback's ship.



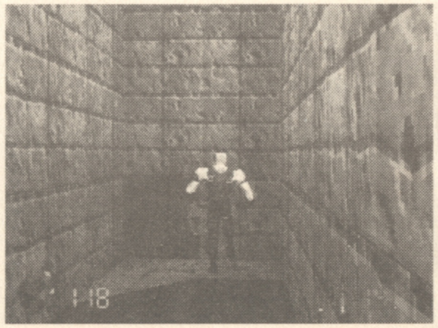
Get the grenade launcher from behind you before setting off. Head for the right side of the compound. On your way across you see pig cops holding babes to ransom. Try and take out the cops quickly or they'll kill the babes in front of you. Yuk.



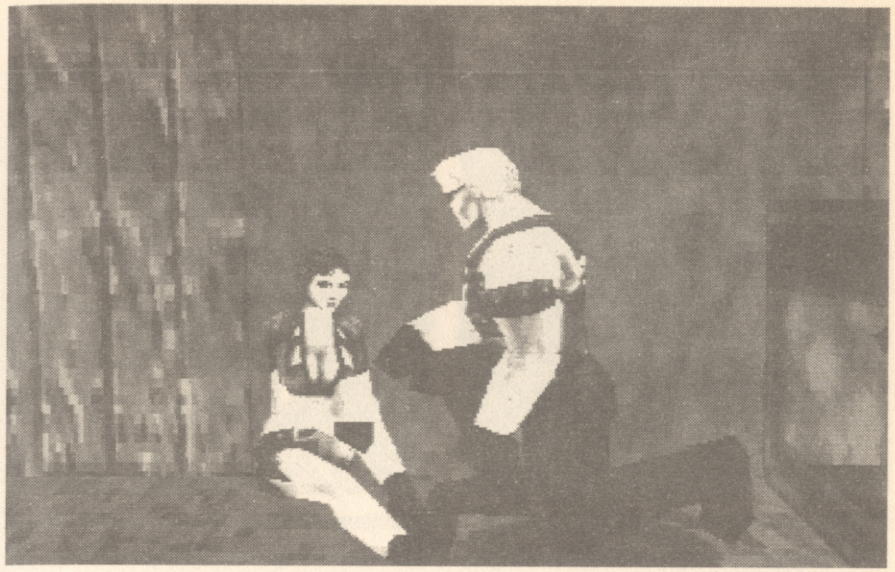
When you reach the large hangar kill the ape before it can crush the cutie and grab the detonator. Now go to the nearby tower and set the bomb. You have ten seconds to run for cover, so tuck yourself in at the back of the hangar to be safe.



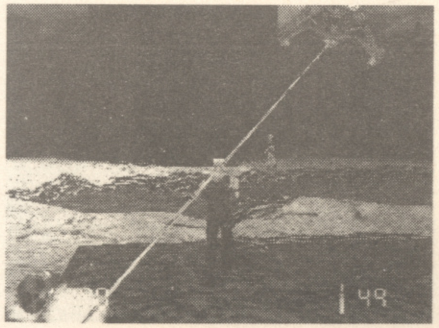
Now might be a good time to seek out the Secret Areas. You can access the first one by shooting out the large boulder at the end of the compound. Once inside you can reach Secret Area number 2 by blasting away the floor and jumping down. Shoot the door and jump over the pit.



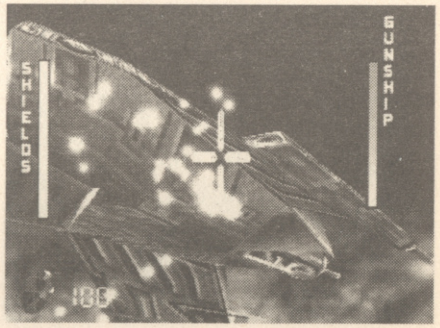
Go right, shoot out the door and climb up. Go down and across the pit to get the Quest Item. Secret Area number 3 is accessed by jumping down the pit underneath the Quest Item. Climb your way out of the pit via a series of ladders to emerge in the Secret Area.



The next Secret Area is next to the tower. Get the goodies and then jump back out and down the hole in front of the fallen tower. Follow the corridor round, shoot out the floor grills and jump down into the next hole. Climb up into a bunker full of crates with goodies. Climb up the two larger crates onto the roof to find Jane.



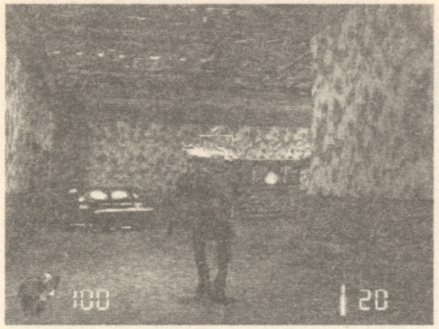
After talking to Jane jump down and run towards the gun turret. You'll find the final Secret Area by shooting out the floor behind a rock in front of the gun turret. Don't try and shoot Silverback's ship with your usual weapons, this baby needs some special treatment.



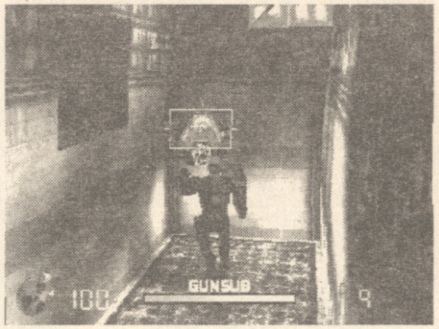
Use the Key Cube in the terminal at the base of the gun turret. Climb up the ladder and use the big gun to bring down Silverback's plane. When you get the 'reinforcements alert' take out the troops on the ground before finishing off the ship.

GETTING WET

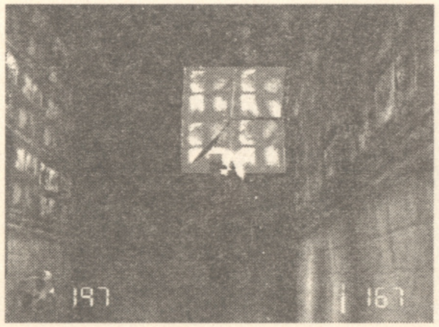
This is the hardest level yet, chock full of sharks and other water-based beasties. Search for the downed ship, free the babe and find Silverback.



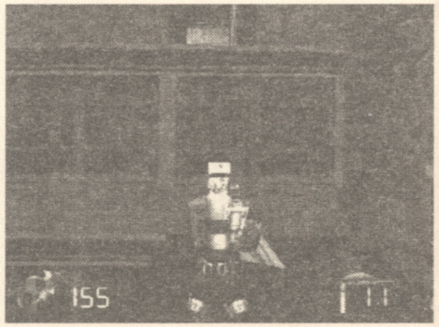
Shoot crate in front marked 'To Duke from Jane' to get torpedo gun. Swim over ledge behind you then go down the rectangular gap into the bowels of the submerged building. Head right and search the rooms for goodies. Swim down the main staircase and through to the next floor. Go left.



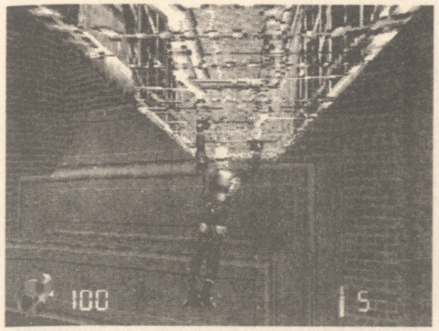
Swim through the bathroom area until you reach a Re-Entry point. Go right until you reach a more open area with a gun-sub in a channel at the top of the room. Use your torpedoes to get rid of the gun-sub double quick. If you swim down and to the right you'll find the downed ship.



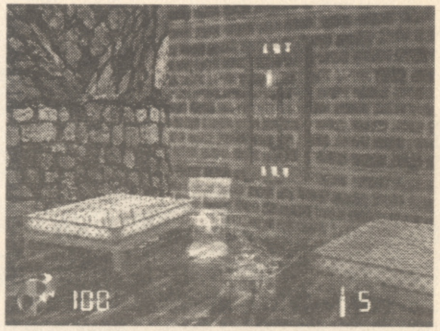
Time to hunt out some Secret Areas. Swim to the channel where you saw the gun-sub and shoot out the light coloured wall at the top. Climb up to see lots of stuff on shelves that you can't reach. Head back out to the gun-sub channel, go through the right hand opening and climb up.



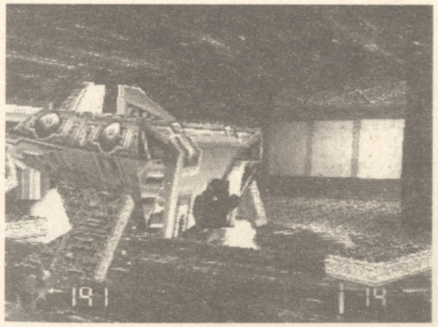
Climb up several ledges and shoot out the windows. When you reach one that you can climb through, enter it and you'll be able to reach the good stuff you saw in the other room. To get to the next Secret Area go back to the ledge where you blasted the windows.



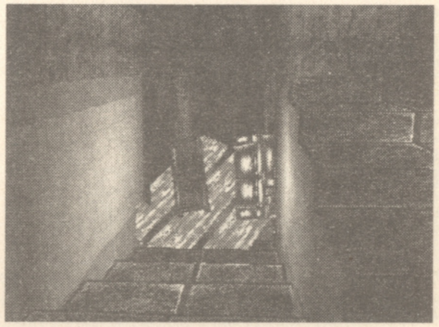
Shoot at the wall opposite with the RPG to find an entrance to Secret Area 2. Swim back up until you reach an area with a large metal mesh area to the right. Climb up and over and swim past the porno cinema. Swing across the wire bridge leading from the cinema. Jump up and go through.



In the bedroom shoot out the glass container to get the axe from the wall. Go left and jump and grab onto the central pole. Shimmy up to get the jetpack which is vital to escape from this area. Go back out to the cinema and use the jetpack to hover up and over the wire structure.



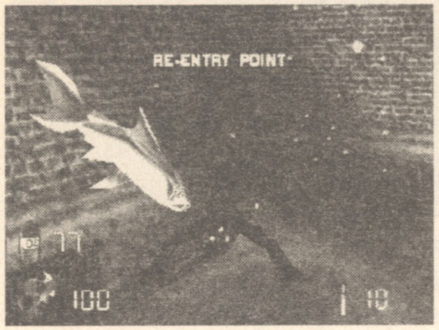
Swim back and free the trapped babe in the rear section of the downed ship. Now search for a corridor which is hidden to the right of the ship. Swim through the bedrooms and down the hatch. Enter an area full of bookshelves. Shoot out the glass floor to reach the last Secret Area and get the Quest Item.



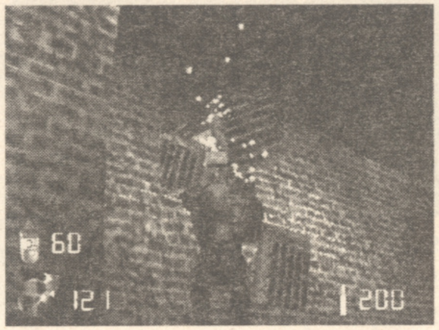
Swim back up out of the hatch to the bookshelf area and carry on down the corridor. Find a stairway next to a black sofa where you've just watched a cut scene showing the boards being removed. Swim down the stairs to enter the basement and complete the level.

TRAPPED

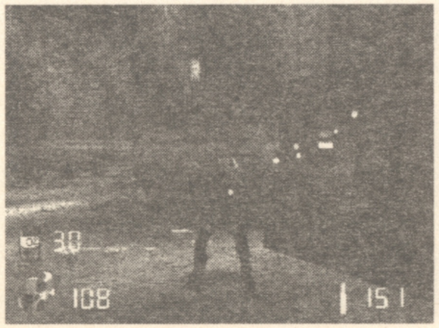
Your breathing apparatus doesn't work here so keep an eye out for oxygen canisters to avoid drowning. Shut down the ventilation system, activate the pumps and blow the boiler.



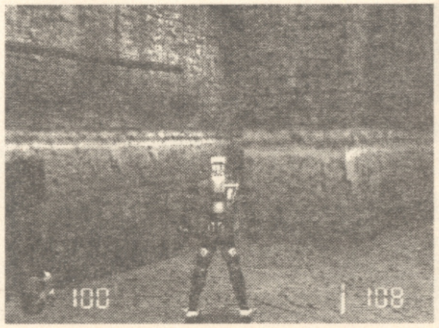
Swim ahead, then left past the boiler. You can't go any further ahead because the force of the water is pushing you back. Remember this area because you'll need to return here in a moment. For now, go right, right again and swim round to the left to reach the Re-Entry point.



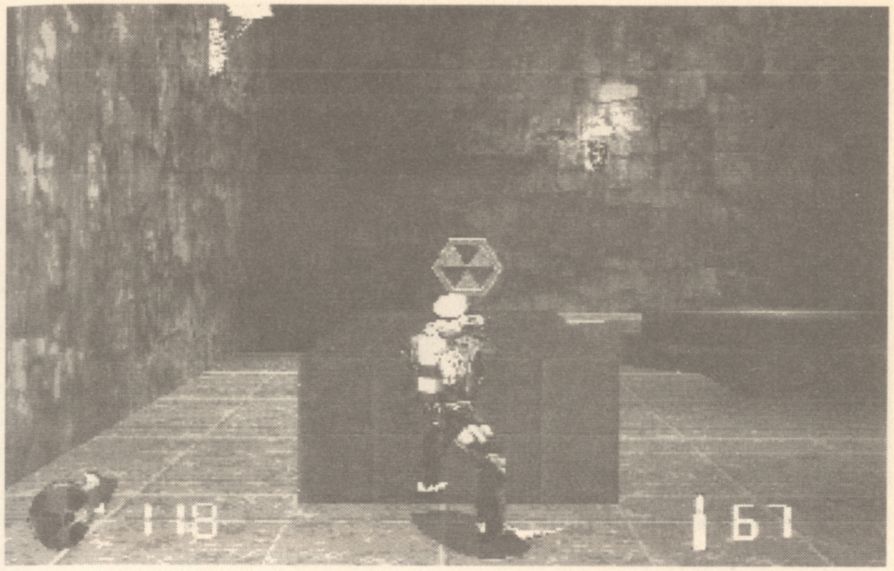
Head left until you reach a room full of washing machines. Press the Ventilation System switch. Head for the room opposite the Ventilation System switch room. Shoot out the rusty wall grating on the left to find a Secret Area. Swim further into the basement past the Pump System Switch.



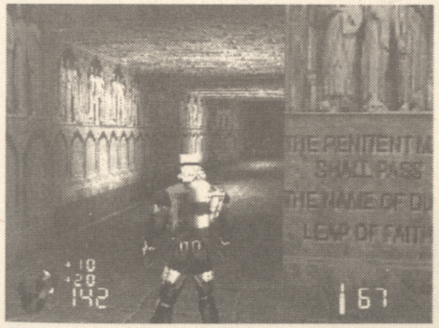
Ignore the switch for now and swim a little further ahead and up through the hole in the ceiling. You've reached Secret Area 2. Now you can return to that Pump System switch and press it to drain the water. Next you have to turn three valves to blow the boiler.



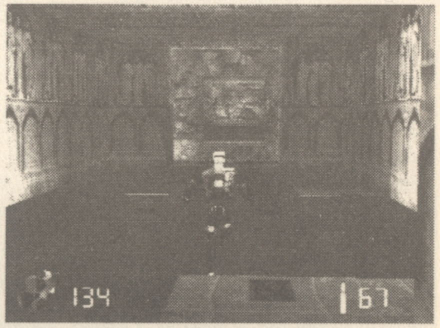
The first valve is just beyond the ceiling Secret Area. The second is in the washing machine room. To reach the third go back to the area you couldn't access before because of the water pressure. Swim through and jump across to the right of the big pit and climb up.



Don't turn the valve for now. Instead drag the boxes opposite to reveal the entrance to two more Secret Areas and the Quest Item. Go down the hole and down the next hole. Take the right hand path and go through the door. Pull the stone rectangle under the Quest Item before you get the Item.



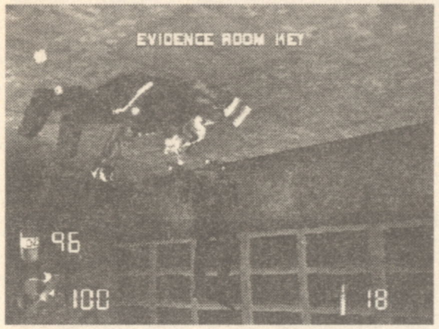
Taking the Quest Item will spring a trap so jump quickly down the hole you've just revealed in the floor to escape the ceiling spikes. You're in a chamber with a sign. Carefully take one step into the next corridor, then turn left or right and walk along the channel.



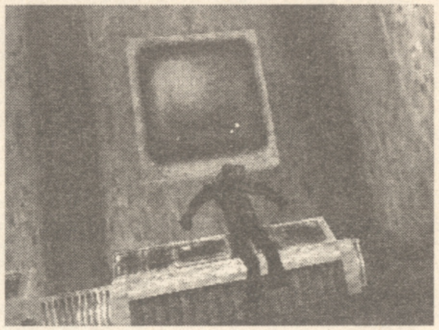
In next room tread on letters that spell out NUKEM. In the third room jump across the gap then leap to grab the unseen rail. Climb up to get the Super Shotgun and be transported back to the entrance. Now head for the hole made by the burst boiler and swim up to finish.

UNDERWATER STREETS

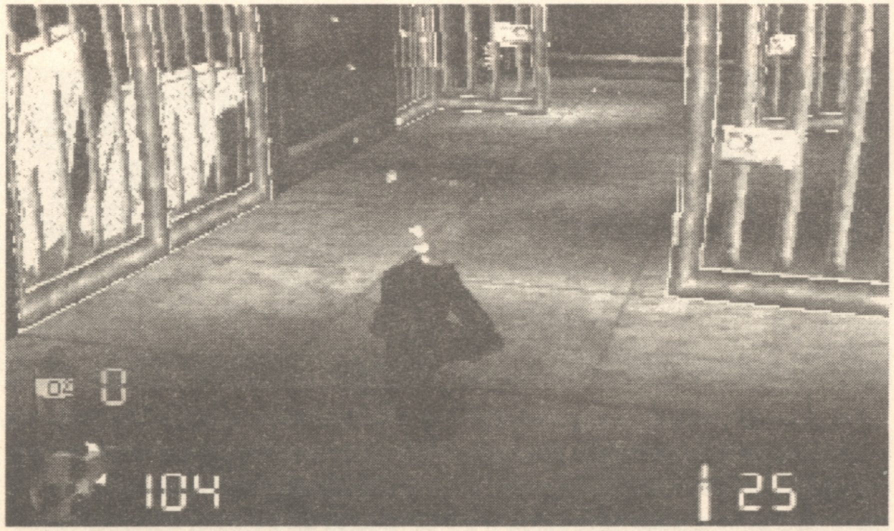
Here you are swimming with the sharks once again. Your mission here is to find the library terminal, access the evidence room and blow the hidden exit.



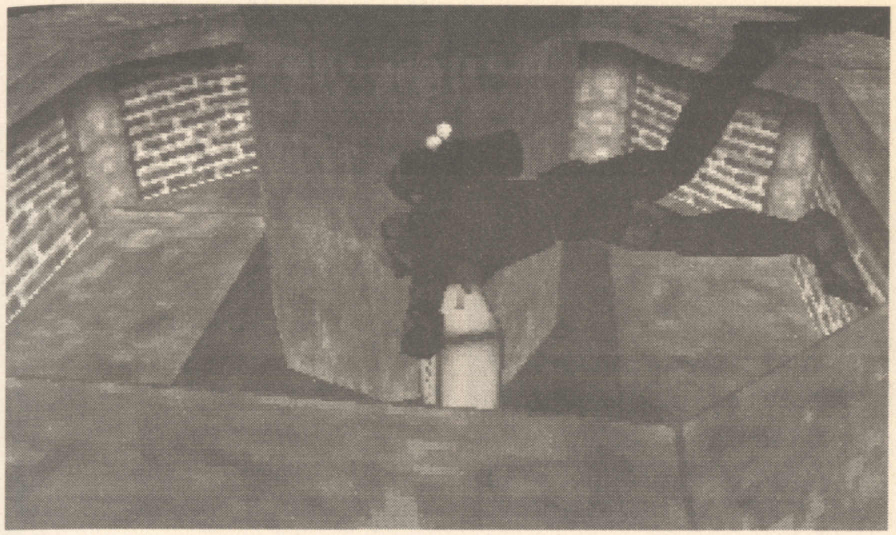
Outside the manhole head for the Donut shop for a Re-Entry point, get the Evidence Room Key. Look for the Library sign above a car and shoot out the grating over it to enter. Make sure you use your goggles.



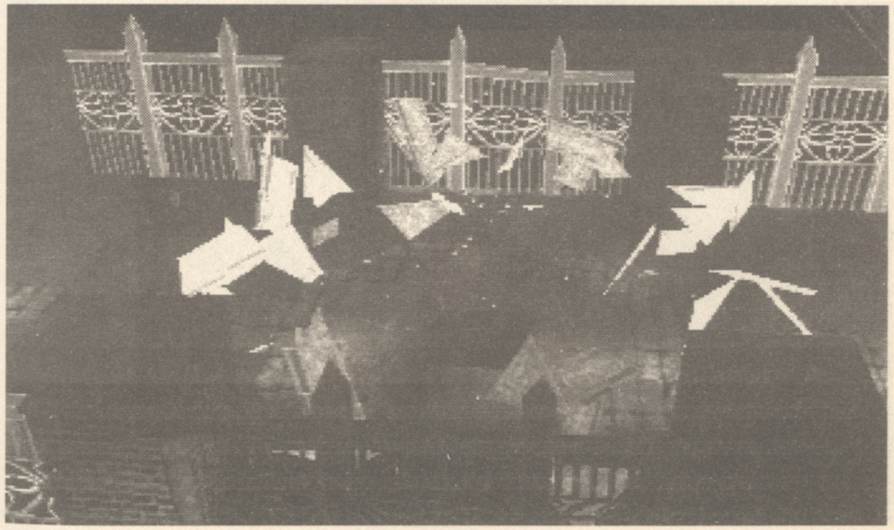
Through the duct into second room and watch a cut scene. Swim back out and look for a side alley with a post box. Just above the post box there's an open window you can swim through to reach a Secret Area.



Head for the Police Station and once inside swim down to the cell blocks on your right. You'll find lots of goodies plus Secret Area number 2 in the cell with the mattress propped up against the door. Now go back outside to get more air if you need it.



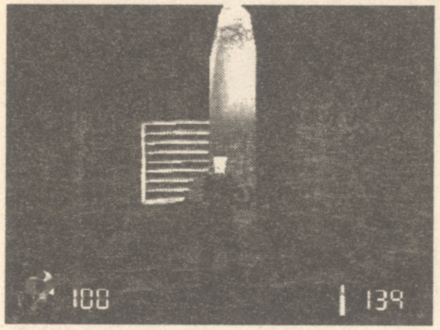
Swim back inside the Police Station but this time head left. Enter the Evidence Room on the right to get ammo, air and a detonator. Swim back outside the Police Station and approach the far side of the fountain. Swim down to the base and set the detonator.



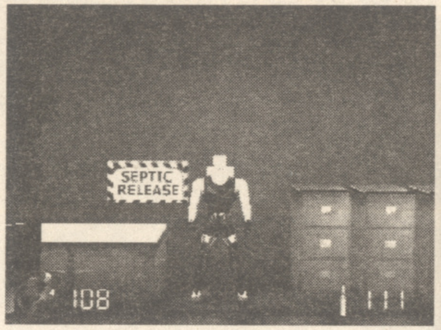
Watch as the fountain is blown up to reveal the hidden exit. Swim through the hole and shoot out the grill at the bottom to reach the third and final Secret Area and get your hands on the Quest Item. Now swim in the opposite direction to complete the level.

WHAT'S THAT SMELL?

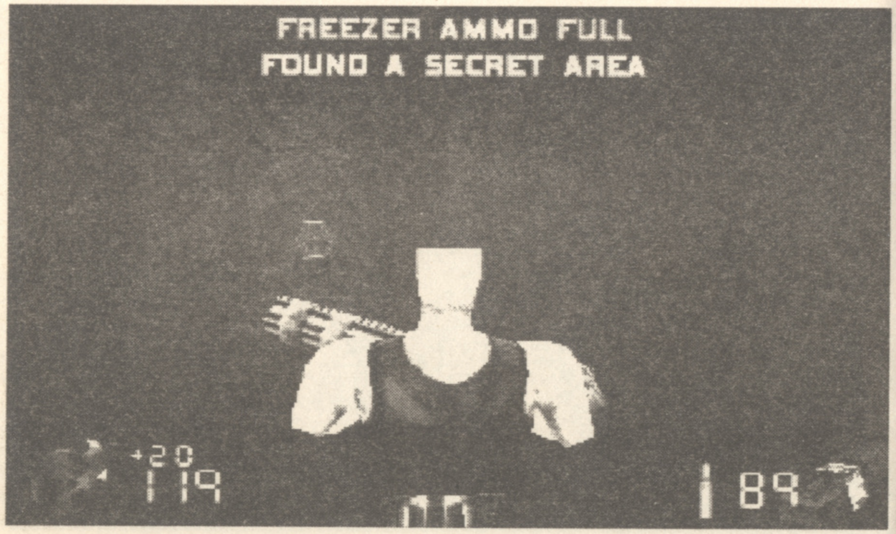
Finally back on dry land, even if it is a stinky sewer system. If you want to get out you must first align the sewage ventilation system and then find Silverback's hideout.



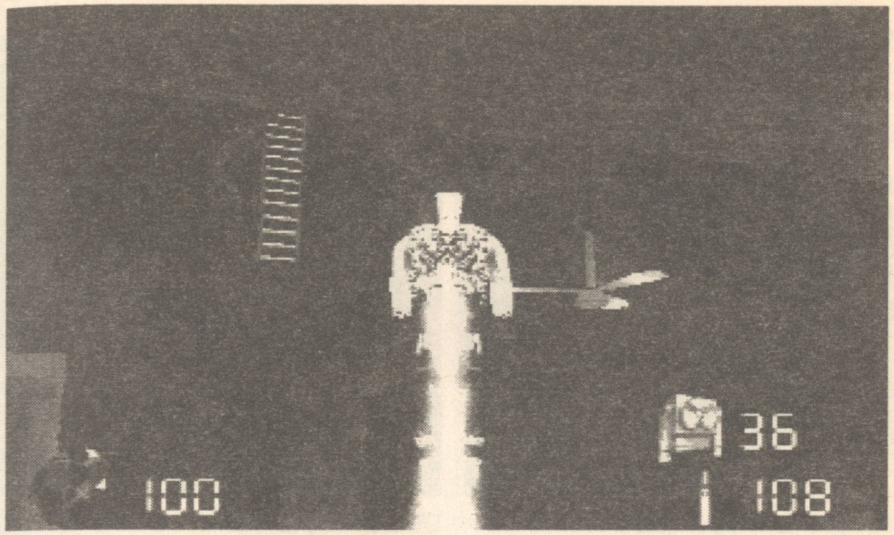
Head right to a ladder. Climb down and walk along, shoot out the grill in the wall. Swim through to reach Secret Area 1. You should have a Bio-mask if you attempt to swim down here because of the toxic chemicals.



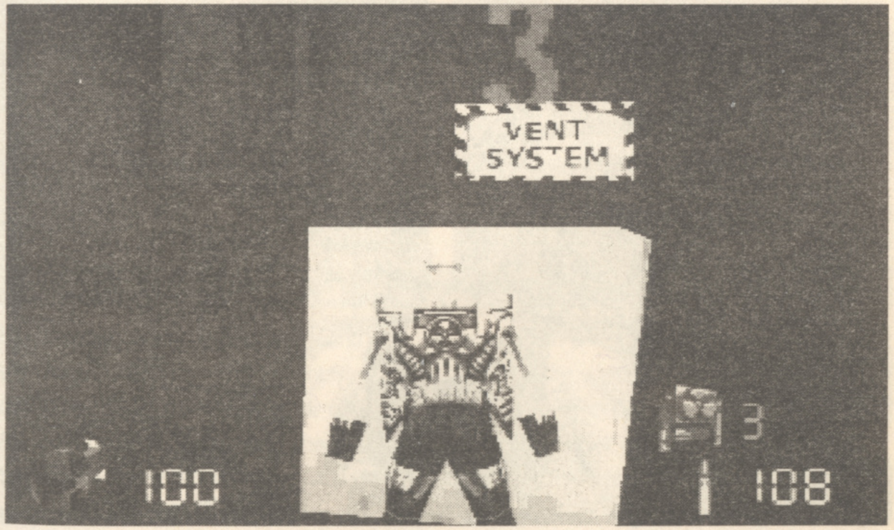
Back up ladder, go to right to a rest area. Into door on right and press Septic Release button. Search other rooms for goodies. Now go back to your original start position and enter the middle path.


FREEZER AMMO FULL
FOUND A SECRET AREA

Head for the double steel doors on the right. Jump down and shoot out the far end of the bottom platform to access the second Secret Area. Walk right to get the Quest Item. Head back up top and cross over to the right side of the large toxic room.



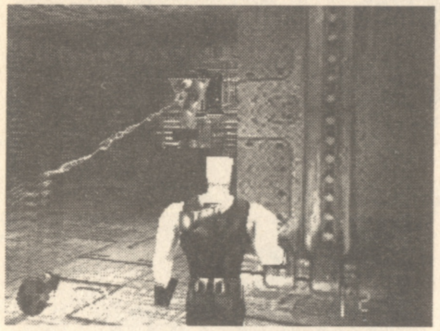
Search rooms on left for ammo and weapons. Then use the Jetpack to fly across the main room and land on a pipe. Through to the walkway area. Enter the right hand tunnel and turn Vent System 2. Follow the tunnel round to the left back into the main room.



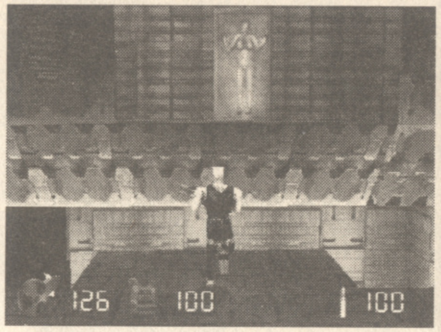
Cross over to the other side and press Vent System 1. Drop down to the lower floor of the main room and walk through the tunnels to reach Vent System 3. Press the switch to complete the objective. Go to the central shaft in the middle of the main area to exit level.

SILVERBACK'S STRONGHOLD

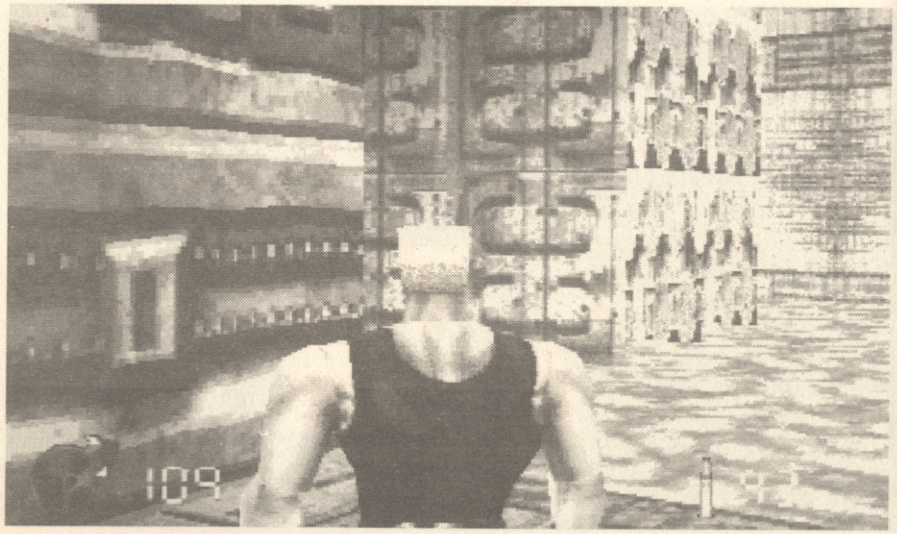
You've reached Silverback's hideout. Now find the Stealth Generator, break through to the Great Ape's inner sanctum and put his lights out for good. Prepare for a titanic tussle.



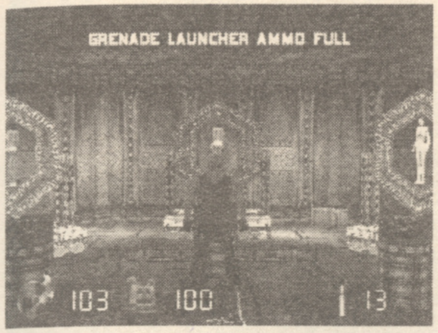
Go right. Throw pipe bomb in room to expose the Stealth Ape, open door. Get Stealth Generator. Go downstairs and get a message from Jane. Turn off force field generator. Climb up ladder in next room.



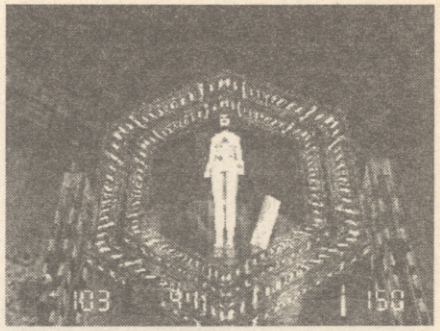
Climb up here to reach a hole in the wall that you can jump up to. Walk through to area with a frozen babe and a lava pit below. Shoot out the vents under babe. Leap across and hang onto the ledge.



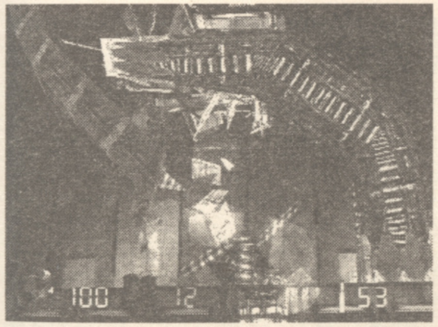
Move to the left and climb up. Walk along, shoot the floor at the end and keep going until you reach a Secret Area and the Quest Item. Now go back to the lava area and edge along until you can jump down on the platform to the right side of the frozen babe.



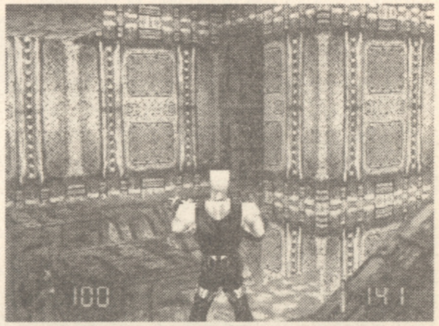
Walk ahead to trigger a Re-Entry point. Get ready to face lots of apes. Operate the terminal on the left side of the room to remove the lasers and enter the passage. You will see three babes spinning in front of you on machines. Pick up the Red Key Cube.



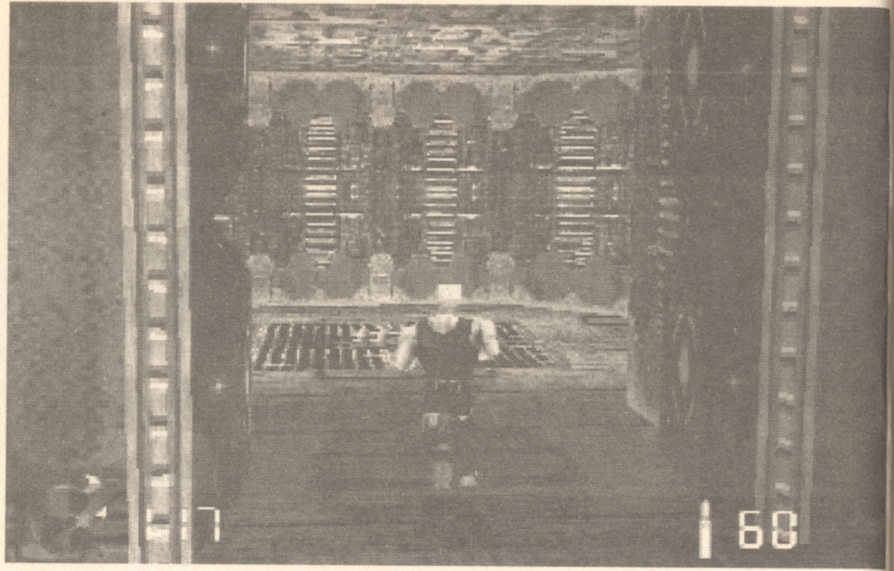
Climb up to ledge in front of girls and press each terminal to stop them spinning. Then go to them individually and use the Stealth Generator on them. You'll have to target them manually (R1) for it to work. Now go back to the previous area and take the right hand path after turning off the lasers.



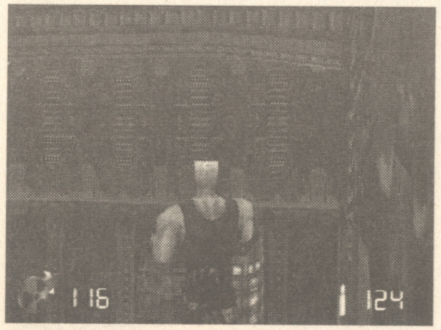
Climb up the ladder to the gantry and get the Blue Key Cube. From the gantry, shoot out the arms on the torture chair opposite. Press the switch by the chair, then climb up the hole to find another Secret Area. Now go back to the main area. Operate the terminals on the raised platform to switch off more lasers.



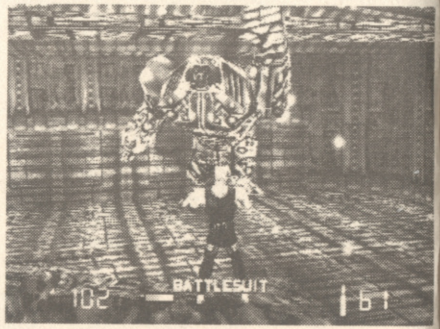
Jump down and enter the Red and Blue Cubes in the opposite terminals. Move ahead and jump down via the lava pit platforms. Shoot out the large iron grill at the bottom. Climb the ladder to the top, avoiding the moving lasers and get lots of ammo from the crates.



Climb back down and take the left exit to reach another Re-Entry point. Climb up another series of stairs. Keep going until you see a large rock. Shoot the rock to find another Secret Area. Go forward to the room with a floor grate directly opposite your original starting point at the beginning of the level.



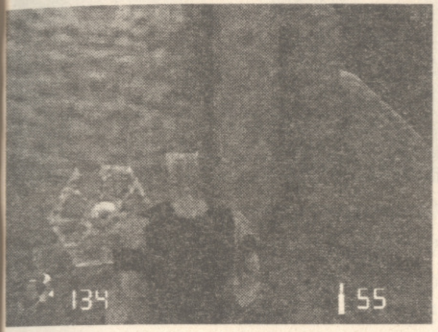
Shoot out the floor grate and slide down. Climb the right-hand ladder and shoot out the ceiling grate to find the last Secret Area on this level. Go back down and go right where four paths cross. Climb up the ladder to the next gantry and press the switch next to the frozen babe.



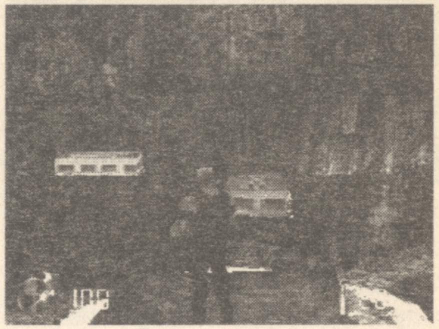
The babe will crash, making a big hole. Go through for a battle with Silverback. He's in body armour and has an earthquake style attack. Use your most powerful weapon, preferably the RPG, and climb the ladders to escape the ground-based blasts. When he's dead, you've finished the level.

BABES IN DISTRESS

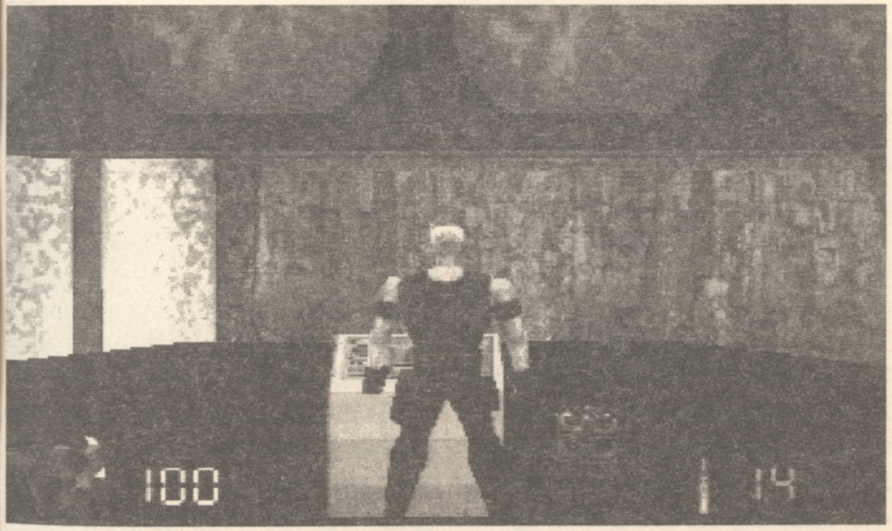
You've reached a mining facility where babes are being used for slave labour and worse. Your task here is to create a home made bomb, blow up the landslide and destroy the Flux.



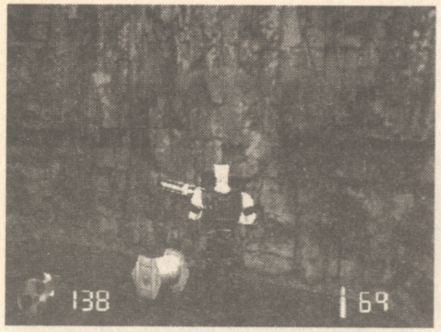
From the start head down the slope and then go right. Keep going until you reach the large pipes, then turn the valve on the side to raise the water level. Swim through the water to the large underground cavern.



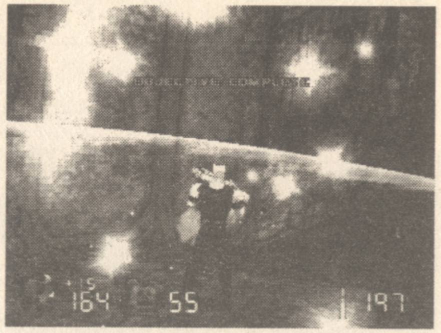
Swim to the left and search for an area of wall under the water with slight cracks. Shoot it to find the first Secret Area. Go back out to the cavern and leap across the babes to the far side.



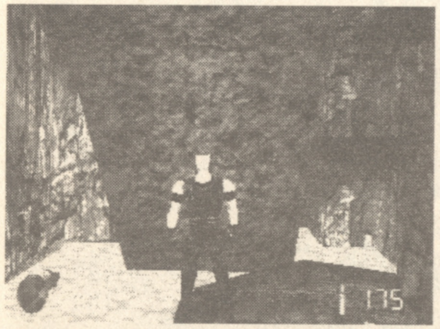
Go to the next cave and a Re-Entry point. Keep on to a console. Operate the console, shoot the window out and jump down. Take the large lift on the left up a level. Move along the conveyer belt, jump down into the large flooded cavern. Swim across to the left.



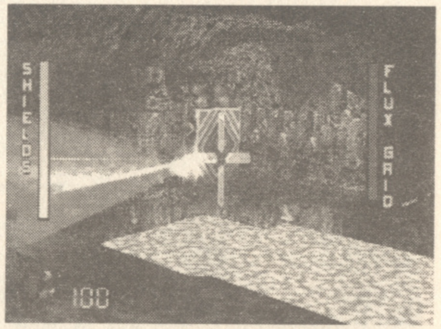
Swim down metal corridor for a detonator and laser blaster. Go back and climb up to conveyer belt. Take right hand passage and trigger a Re-Entry point. Go right from here and jump across the small river to get some ignition wire. Now head back and go up the slope until you reach the landslide.



Continue past the landslide until you reach two offices. Enter the right hand office and climb up the ladder to get some explosives. Shoot out the bookcase in the left-hand room to find the last Secret Area and the Quest Item. Now go back to the landslide where the bomb will automatically be set when you approach it.



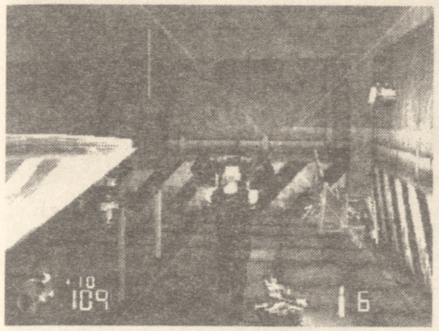
Go through the new hole and carefully negotiate the lava pit underneath the broken bridge by jumping on the rocks to the left of the bridge and then jumping up the other side. Follow corridor round until you reach an area with a large flashing patterned square in the far corner. This is the flux.



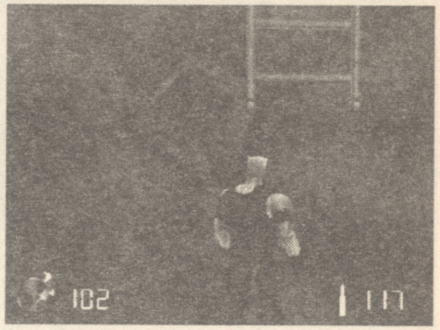
Climb up the ledge and operate the gun turret. You'll only be able to damage the flux when the meter on the right of your display is red. Shoot the monsters that appear below you to make it turn red, then fire on the flux until the meter turns back to green. Repeat until it's destroyed. Exit.

HUNTER KILLER FACTORY

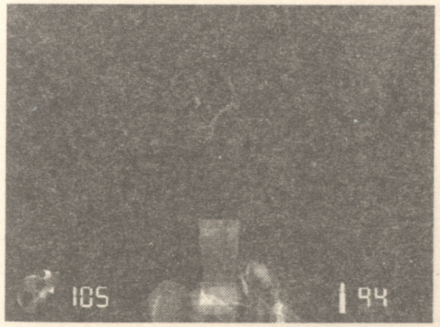
You've reached a factory full of killer babes. Halt the production line of these terminator-style beauties and get the hell out of there as quickly as possible.



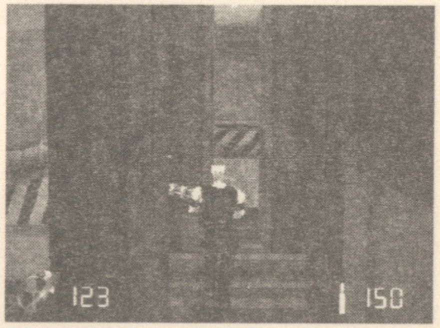
Move on then go round to the right. Blow up the fuse boxes on the wall to get ammo. Walk around the gantry until you reach the office at the end. Press the button to pour ice on the lava near the starting point. Go back to the start and shoot out the grate above the ice to the left.



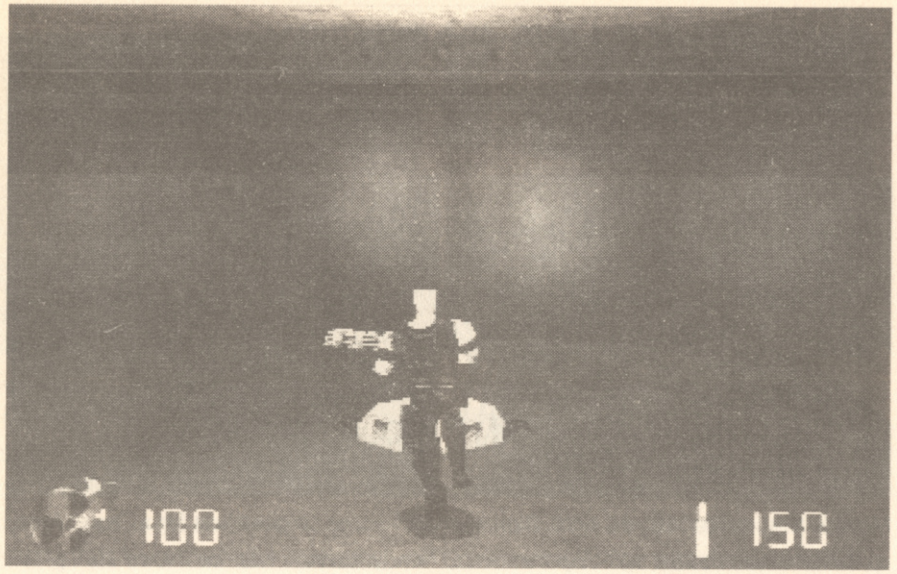
Jet Pack up to grate hole for a Secret Area. Now jump down onto the ice and then jump down again. Enter the area next to the Molten Metal Release Valve sign. Walk through the tunnel, jump up to the ladder and climb up. Jump down onto the metal roof on the right to get Duke's Bio.



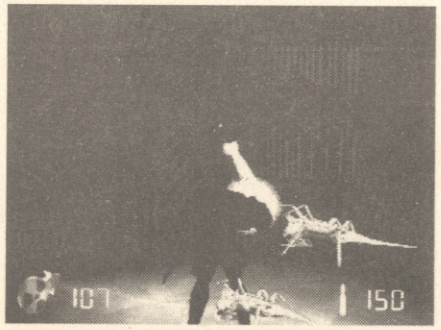
Jump down from the metal roof to face three apes. Look for the crack in the wall in the far corner of this area. Shoot the crack and climb up to reach a Secret Area and get the Goggles. Climb up the ladder out of the main area and follow the path round to another Re-Entry point.



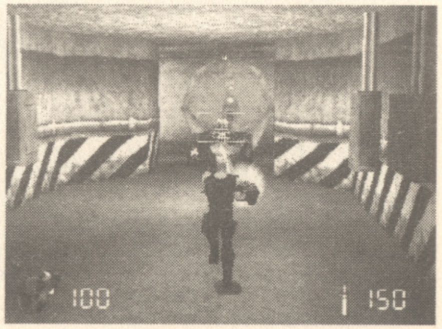
Climb down the ladder and release the valve to the right. Climb up the fence at the end. You now have to time your passage through the huge crushers. Run through without stopping to avoid becoming a Duke shaped pancake. Go round to the right and dodge the electricity flashes.



Follow the brown corridor round to the left until you reach another Re-Entry point. Enter the corridor with fluorescent green shapes on the walls. Use the teleporter at the end. Jump down into the huge pit and kill the two babes. Jump up to the right hand corridor.



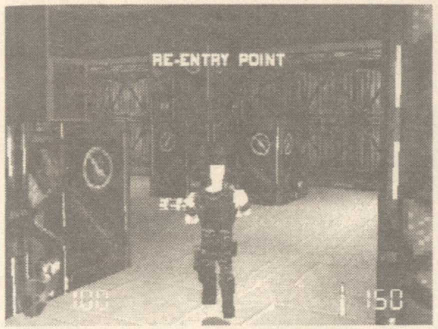
Search corridors off the main route. Watch out for lots of tiny spider like creatures that leap at you in from the darkness. Shoot out the grill in the second corridor to the right to access a Secret Area. Jump down to get goggles. Climb back up and search the rest of the maze for the Quest Item.



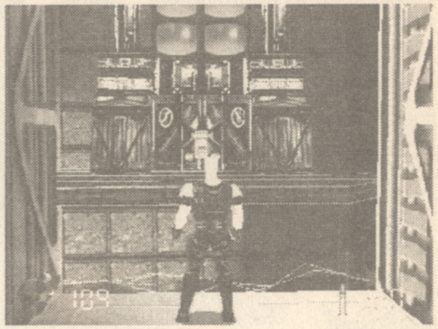
Go left from this gloomy dark area to the room behind the glass panel. Proceed down another long dark corridor. Jump down into a bunker-type corridor with yellow and black stripes running along the walls. Head for the teleporter at the end to reach the end of the level.

SPACE PORT

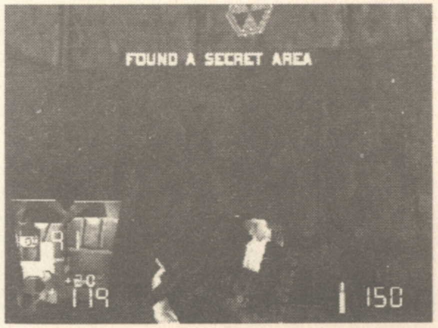
Your next adventure starts in the middle of a scrap yard. The aliens are on the run and now it's time to kick their butts into outer space by destroying their Mother Brain.



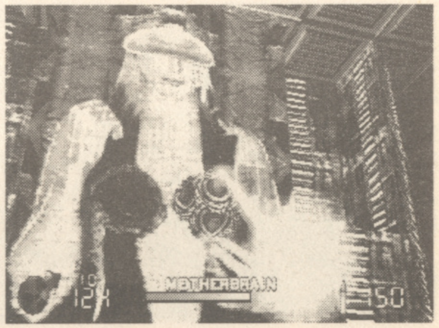
Get goggles from wall and go to the crane next to the scrap metal. Jump onto the bus on the right and then across the huge magnet dangling from the crane and onto the pile of scrap. Jump down and proceed towards the hangar. Shoot all the green cubes you see for ammo and weapons.



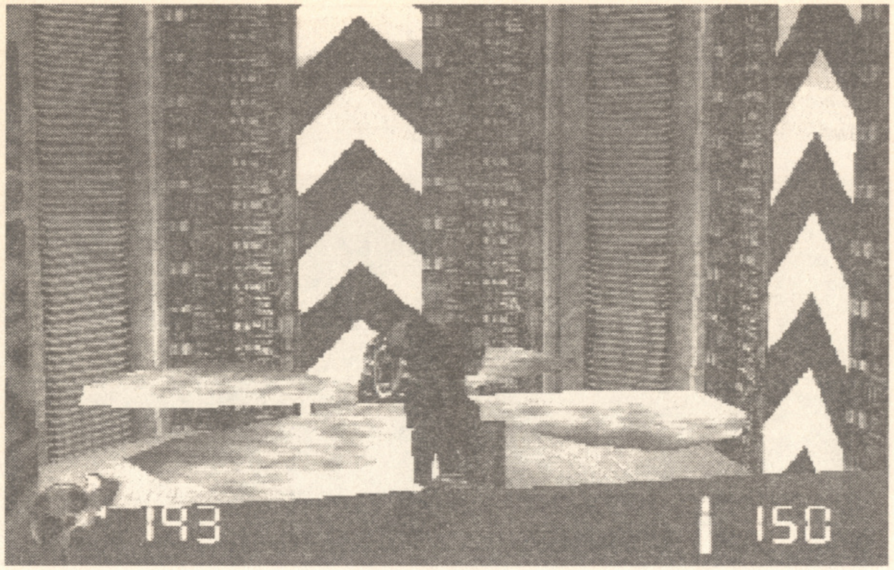
Go right and follow the corridor round until you find that your path to the Mother Brain is blocked by lasers. Go left for now and climb up the ladder. Jet pack your way across and flick the switch on the platform. Now go over to the right-hand corridor on the other side of the Mother Brain.



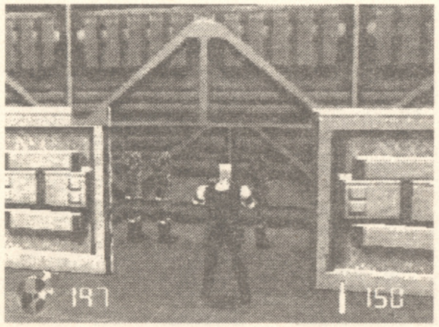
Climb up the ladder and jump down into the water. Swim to the pipe on the right side of the pool and shoot out the grill. Swim through to the Secret Area and a Quest Item. Go back to the pool area and climb up and flick the switch. Your path to the Mother Brain is now clear.



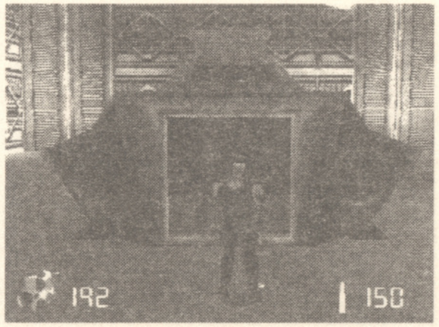
Head for the central pathway and the Mother Brain. Shoot the giant boobs that are firing torpedoes at you. When you've destroyed the boobs kill the evil babes that attack you. The killer boobs will then re-grow so you'll have to destroy them all over again to finally demolish the Mother Brain. Weird.



Leave this area and head for the cave on your right. Operate the digger to open the metal doors and enter the Space Port. Walk round and jump into the huge fan to be wafted up the shaft. Follow the corridor round until you reach a junction.



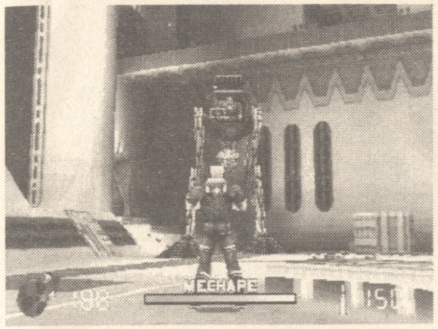
Take the right-hand passage which will lead you to a pair of metallic doors. The doors will open when you approach them and you can get your spacesuit from the rack inside. Shoot the crate near the space suit closet to enter Secret Area 2 and get some armour.



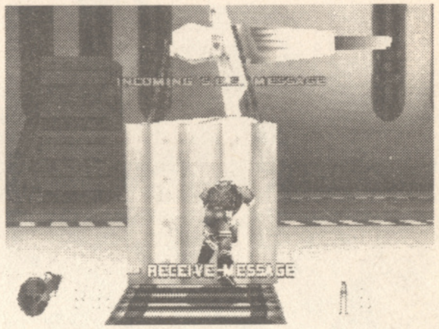
Go back to the junction and take the left-hand corridor. Keep on moving until your reach a huge warp machine. You should find the Flight key just in front of it. Use the warp machine to reach the shuttle. Go round to the back of the shuttle to take off for outer space and end the level.

SPACE BAY

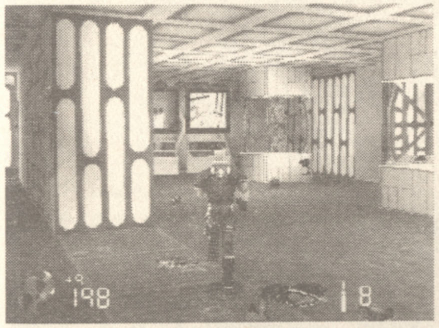
You're at the alien Den of Sin space station. It may sound like a fun place, but it's more like hell away from home. You're on a mission of mercy to rescue the babe prisoners



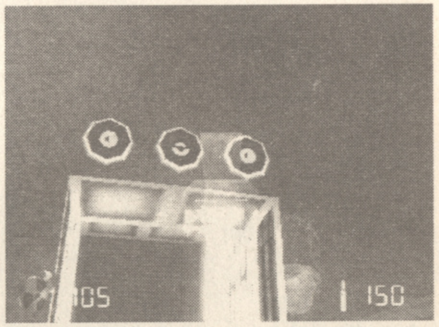
You're straight into a boss battle with the Mech-Ape. Pick your most powerful weapon, get an automatic target lock (L1) and use the L2 or R2 button to strafe round and avoid the Mech-Ape's weaponry. Once you've licked the big baboon search the immediate area for goodies.



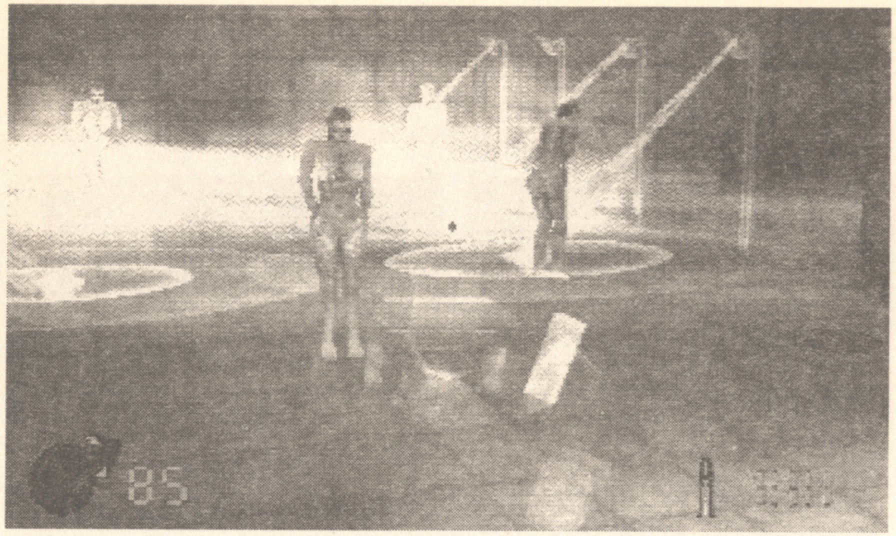
In middle of the landing area there's a laser turret on a crate. Push the crate along until it is opposite the door on the right. Now climb up to the control room area in the middle. Be careful not to ride too far on the conveyer belt surrounding the control room or you'll be thrown to your death.



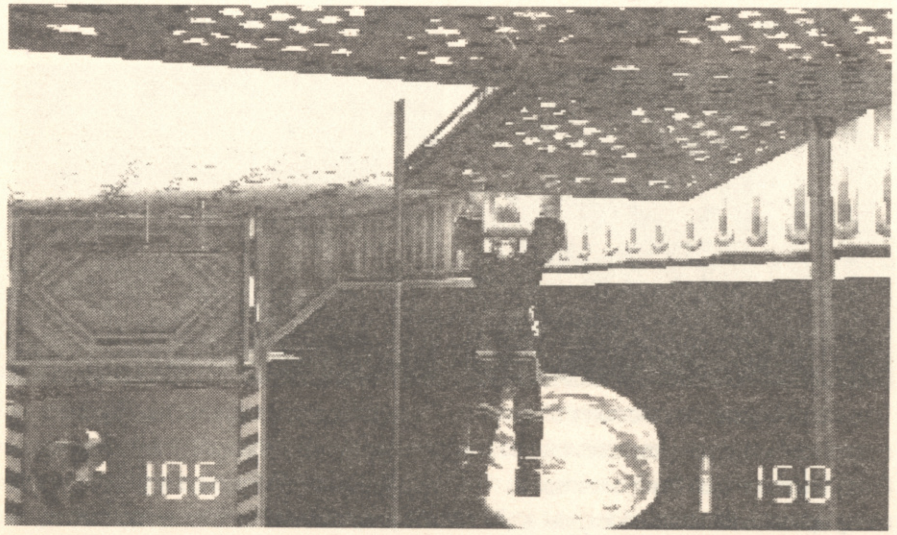
Throw a pipe bomb into the heart of the control room to disable the electricity. Press the buttons on the four consoles, taking special note of the door code revealed on the lower left-hand console. Pick up the Stealth Generator before you leave the control room.



Climb back down to the landing bay and go through the door that you've just destroyed with the laser. Shoot out the grill to the left and jump down. Shoot the symbols above the door until they change to the sequence you saw on the console. Dash through to avoid being crushed.



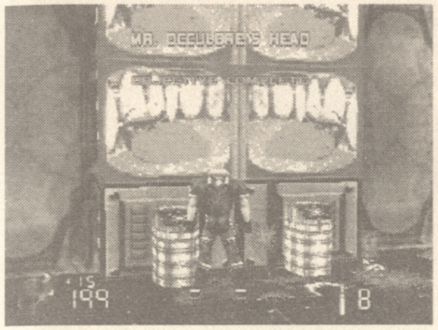
Upstairs and shoot out grille for a Secret Area and the Quest Item. Keep going up the stairs and do the same again for another Secret Area. Go straight ahead to trigger a Re-Entry point. Enter the babes' shower room, use the Stealth Generator on each of them.



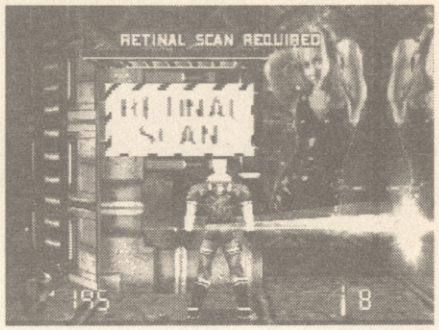
Now move on to the cellblock and save the babes. The last babe will give you a Key Cube. Swing across the loading bay roof and press the button on the far side to open the door. You'll find Houston's cell down the corridor on the right. Take the lift up to exit the level.

PROMENADE

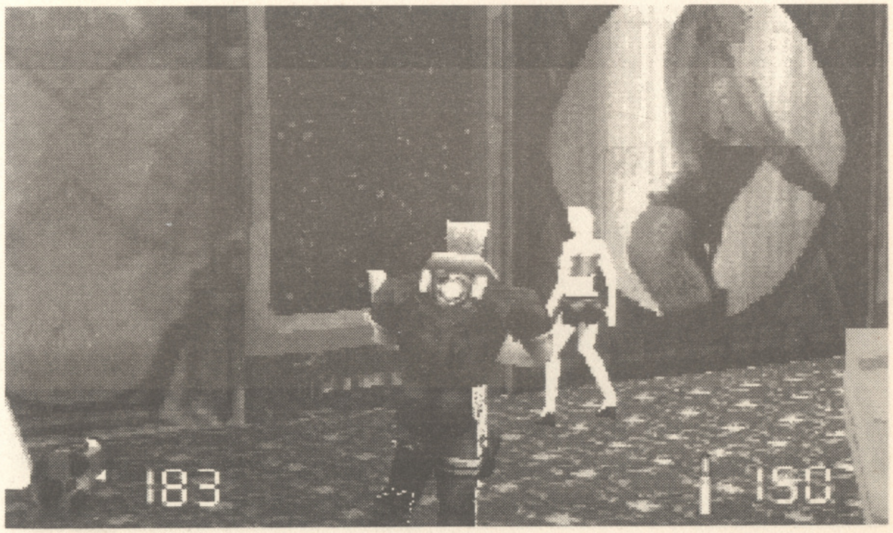
There are still more babes that need to be rescued from slavery in the alien strip joints. You're nearly there, so hang tough and get those girls.



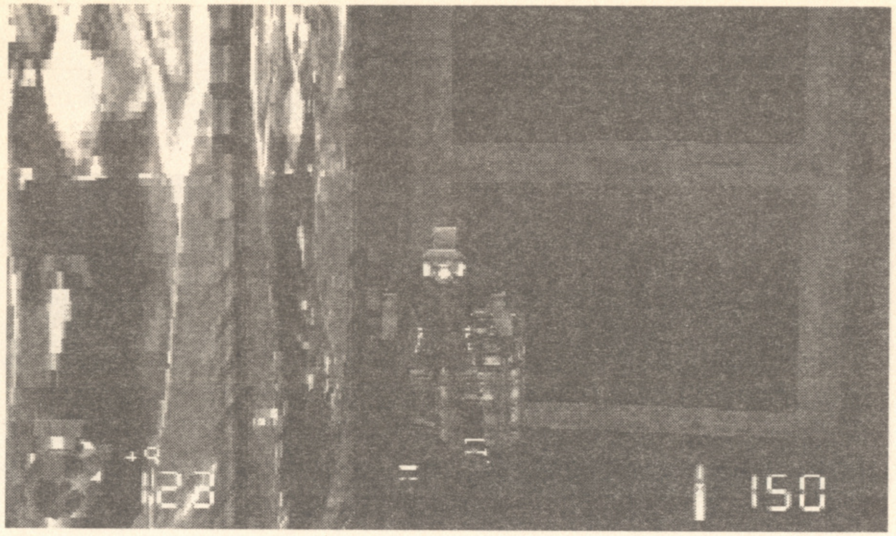
Go left and shoot out the grille for a Secret Area. Go right and use the teleporter. Then straight ahead and follow the corridors round to a room with four monitors where you will find Occulore's Head.



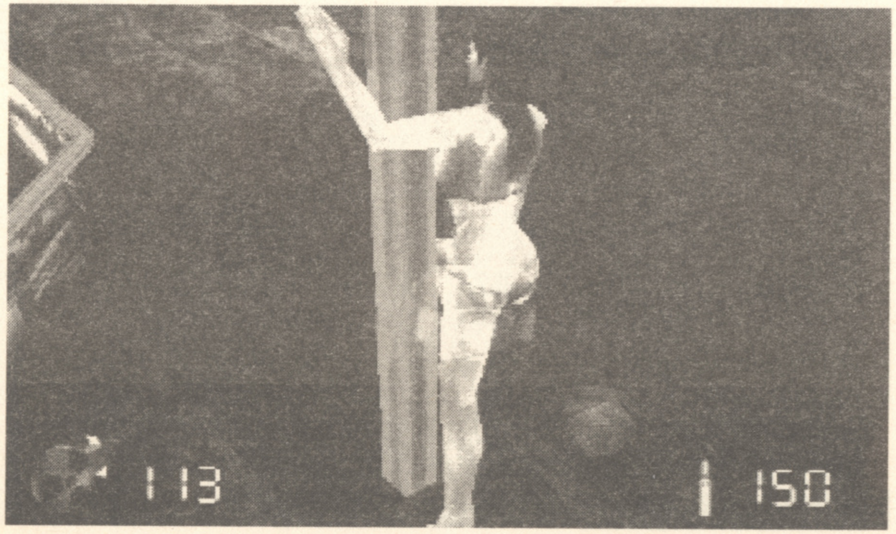
Find the Spanky Monkey entrance. Use the Retinal Scan at the side to get in. Use the warp to reach the bedrooms. Search 'em and use the Stealth Generator to free babes. Shoot out all AC units.



Use the teleporter at the end of the corridor to warp to the next row of bedrooms and rescue more babes. Use the teleporter at the end to return to the Spanky Monkey. Head back to the Force Field Generator next to the blue force field. De-activate the Generator.



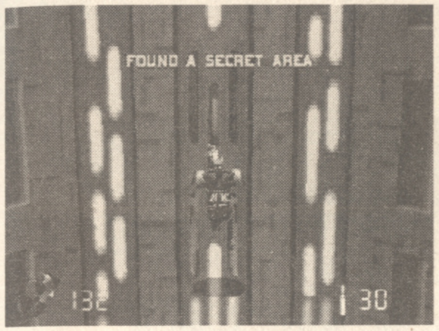
Through the shield. Head right and keep going until you reach the games room entrance. Press the console to open the door. Use the teleporter to warp to the strip joint. Press the switch in the far corner and use the Stealth Generator to rescue the dancing girls.



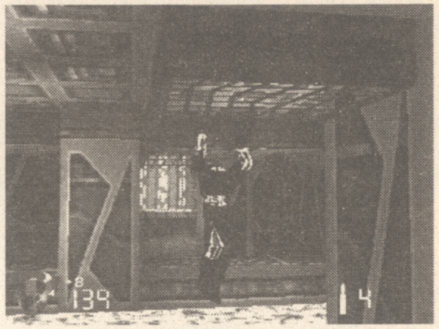
Exit through the door to the left of the stage. Use the teleporter to arrive in another strip joint. Free more of the pole-dancing babes. When you've freed the last babe she'll give you the Champagne Room Key. Enter the Champagne Room to complete the level.

COMBAT

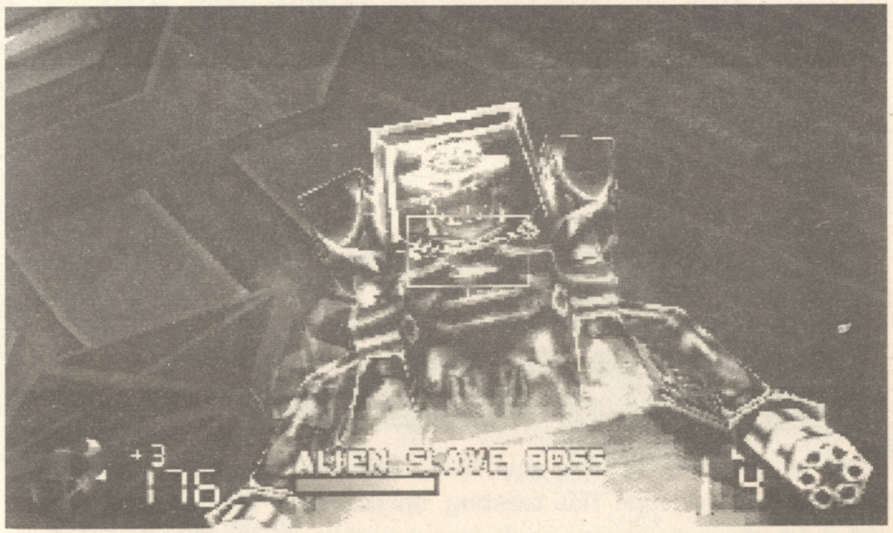
You've almost done it. The babes have all been rescued, now it's time for the final showdown with the Alien Boss. Prepare to climb a tortuous stairway to heaven.



Go right and up to the Alien boss lair. When you head up the stairs after leaving the first combat room leapt straight ahead for a Secret Area. In room with apes shoot cracks in ceiling for second Secret Area.



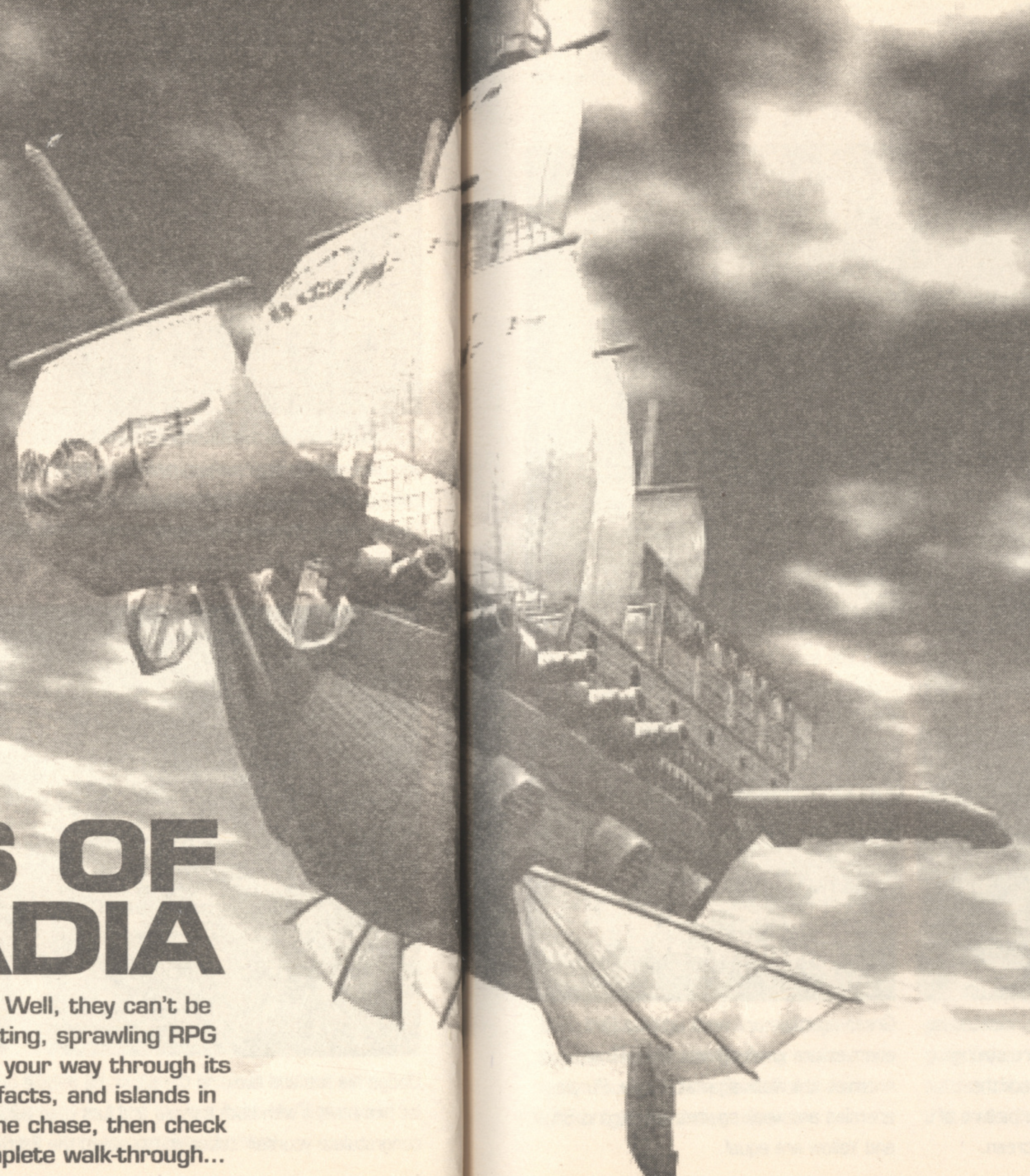
After second Pig room jump down to find third Secret Area. At green slime pit swing across the ceiling. Now you've at the Boss's lair. You'll need the RPG, the rocket launcher or preferably both to defeat the Alien Boss.



Dodge his fire and avoiding the pit in the middle of the podium. When you get a clear shot let him have it with both barrels and just keep pounding away. When he finally crumbles, congratulate yourself 'cause you've saved the Earth and all those beautiful babes.

SKIES OF ARCADIA

"It's a small world," people say. Well, they can't be talking about Arcadia. This twisting, sprawling RPG can drive you nuts as you work your way through its vast fantasy land of magic artefacts, and islands in the sky. If you'd rather cut to the chase, then check out our strategy guide and complete walk-through...



Contents

Whether you're stuck a fiendish puzzle, need some tips or want to know where those special items can be found, you'll find what you need to know here.

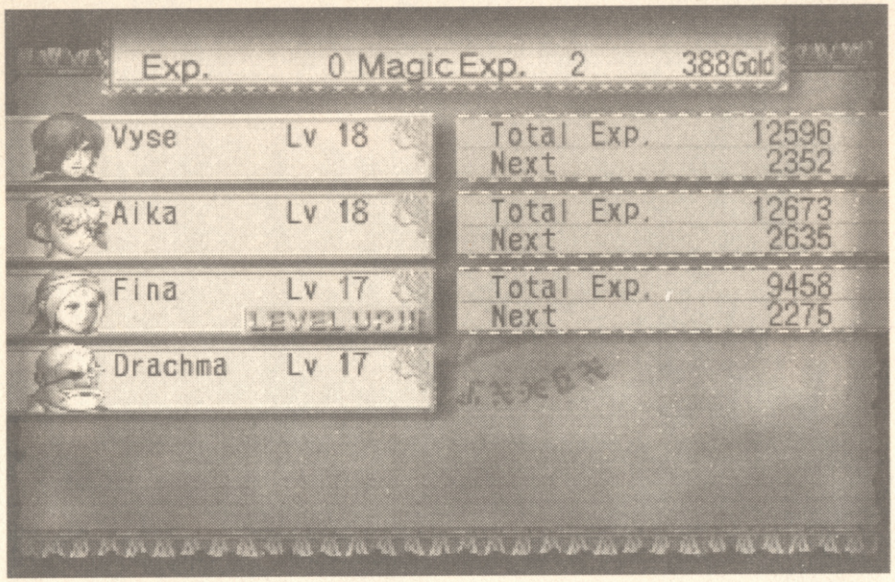
Pirates' Wrath

First up, battle tips. Your enemies will flee in terror when they see your prowess with a cutlass and a boomerang.

Every step of the journey is covered in our walkthrough. Treasure, bosses, finding your way in dungeons - it's all here, and it's all good.

BATTLES

You'll do a lot of fighting as you travel around Arcadia - here's some tips on how to tackle the different adversaries you'll encounter.



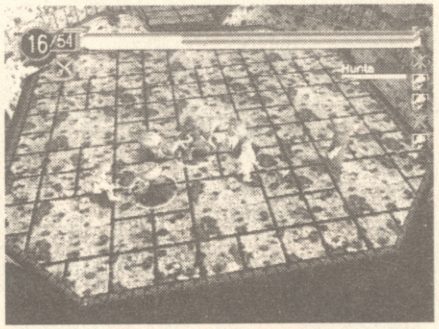
```
Exp.          0 Magic Exp.   2        388Gold

Vyse      Lv 18     Total Exp.   12596
                    Next          2352
Aika      Lv 18     Total Exp.   12673
                    Next          2635
Fina      Lv 17     Total Exp.    9458
       LEVEL UP!!   Next          2275
Drachma   Lv 17
```

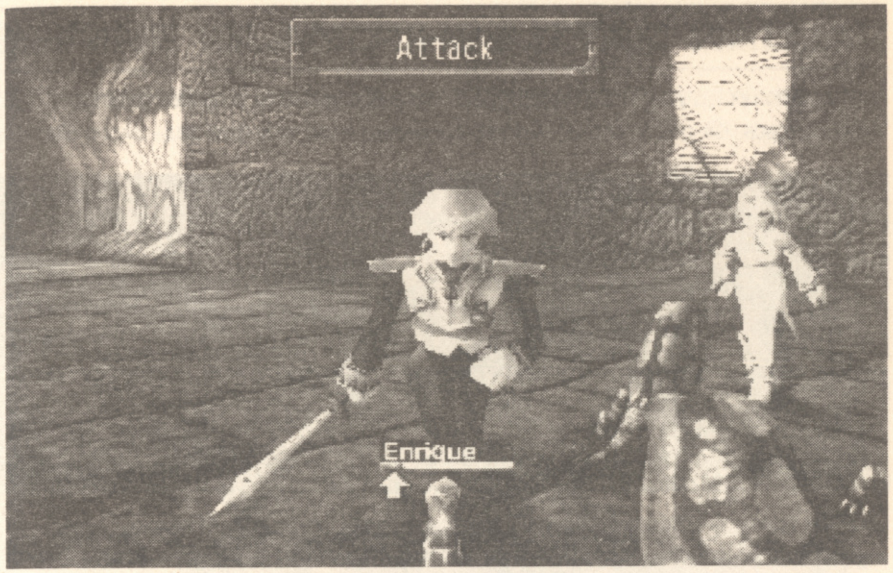
This game works on a random battle system. Don't shy away from them. Battles give you experience and magic, and though you can run away, this'll dent your Swashbuckler rating.

16/54
Vyse
Lv42 Mp15/16
Hp 3831/4381
Attack

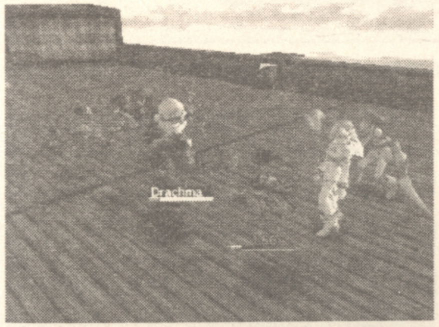
The element of your weapon is indicated by its colour. Different elements are strong against different creatures. Check the colour of the border around the picture of each adversary on the battle screen.



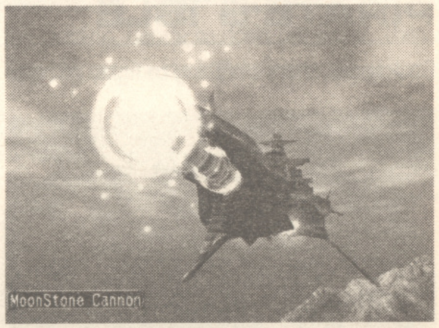
Green enemies are weak against Red, Red enemies are weak against Blue, Blue enemies are weak against Purple, Purple enemies are weak against Green, and Silver and Yellow are equal.



In general, it's best to use Vyse and, later, Drachma, Gilder and Enrique as your offensive characters. Fina's not that useful on the attack, but her magic is strong, so use her to cast spells, focus and heal the others. Aika is somewhere in-between, so use her where she's needed most.



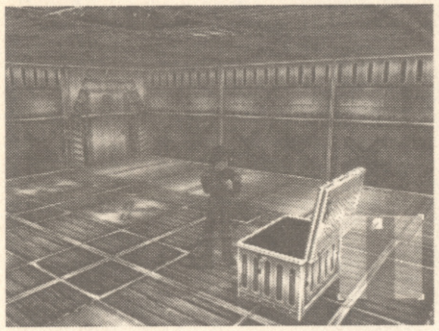
Make sure you gather up all the Moonberries you can, and always check to see if you can learn any more Super Moves. Learn Aika's Alpha Storm as quickly as possible: Fina's Lunar Blessing is also handy. You can't carry Spirit Points from fight to fight, so always use them.



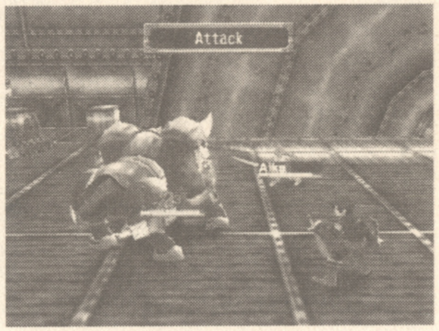
Ship battles are a little different, but there's a simple set of rules to follow for these, too. Attack or focus when your turn is green, heal when your turn is yellow and guard when it is red. As with ordinary battles, though, it's the special weapons that make the difference.

VALUAN BATTLESHIP

As the game opens, you'll find yourself thrust into a daring raid on a battleship of the Valuan Armada. It's pretty simple - just get out alive...



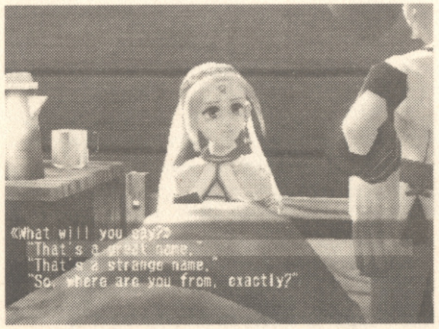
Once the opening's out of the way, you'll find yourself on the battleship. After the battle with Alfonso's soldiers, go upstairs. Speak to Alfonso then head right for 50 Gold.



Antonio is pretty easy to handle. Simply attack with Vyse and guard with Aika. Use Cutlass Fury when you've built up enough SP.

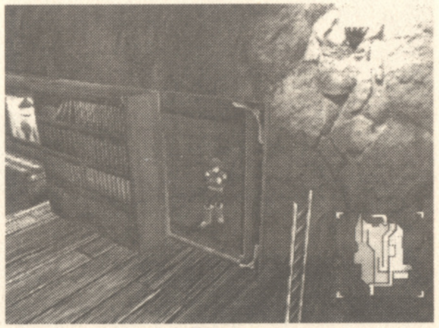
PIRATE'S ISLE

Back home, there's nothing to fight, so relax - and stock up with items for the quest ahead.



«What will you say?»
"That's a great name."
"That's a strange name."
"So, where are you from, exactly?"

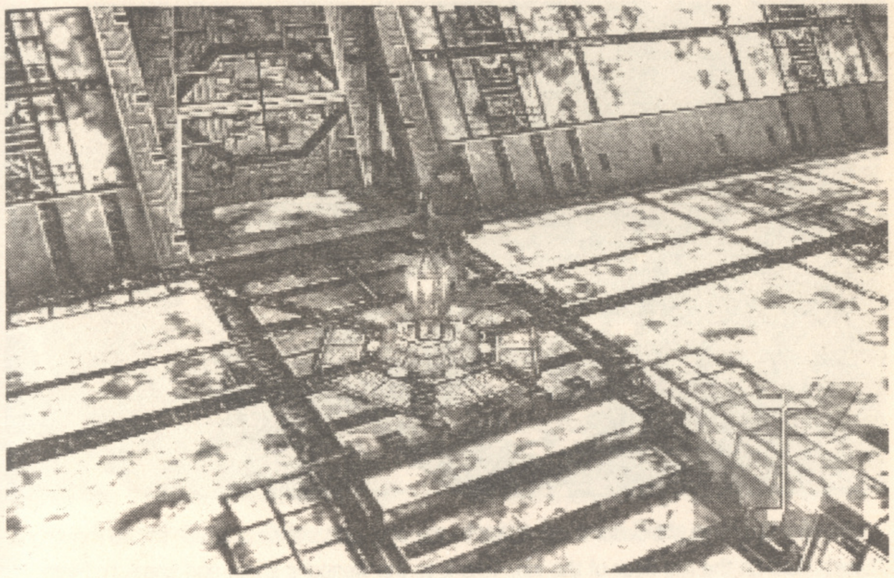
When you talk to Fina, say "That's a great name". When you steer the ship, go South first and find the Pirate's grave. When you reach Pirate's Isle, talk to the Captain, and choose to sit quietly and listen.



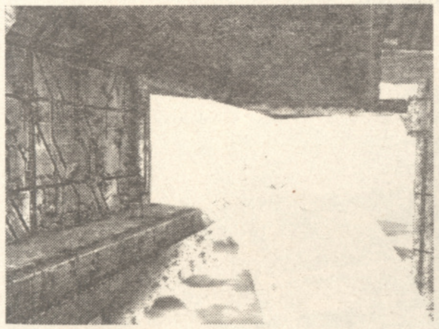
Go up top. Tell Alan that he can be a sailor, then play hide-and-seek. This will lead you to the passage in your father's room, and 150 Gold. The tablet in the village is a concealed entrance to a Moonberry.

SHRINE ISLAND

Your first real challenge is to retrieve a precious Moonstone from nearby Shrine Island. It's a simple puzzle - just keep your bearings.



Go north in your ship to Shrine Island. When in the building, decide to drain the water. Then go up, outside and search the hovering crystal. Find the outside door that drains the water.

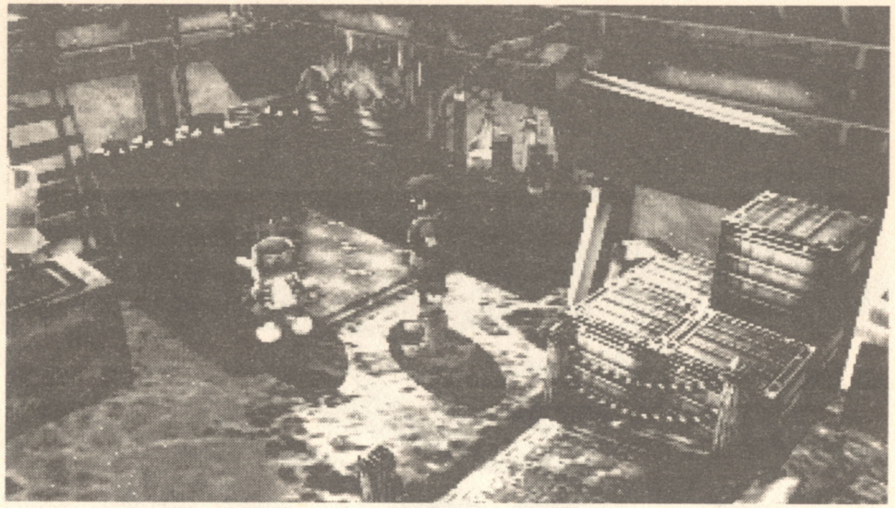


Go through the door, turn left and back outside for a Moonberry. Go inside and up the steps, then outside and down the ladder. The door will release the water. Use the same strategy for Sentinel as Antonio.

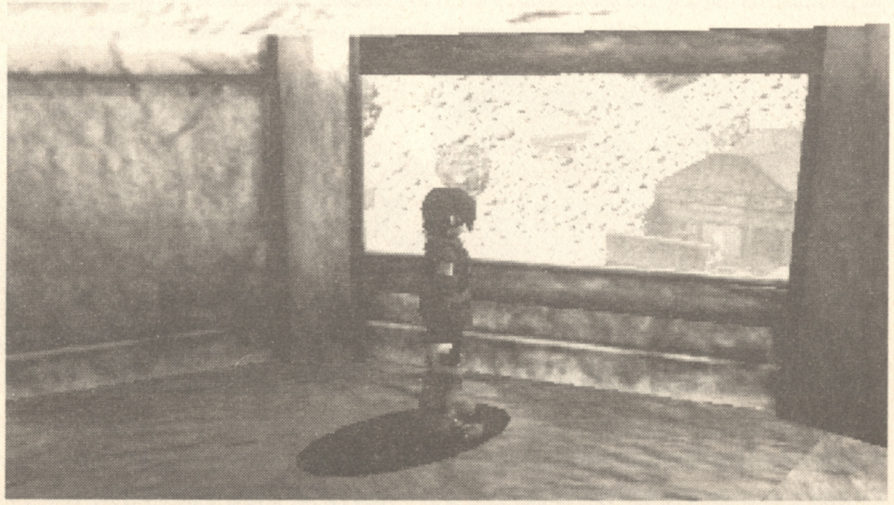
Return to Pirate's Isle, go underground and speak to your mother. Choose to try and save everyone. Then, return to your boat. Head back towards Shrine Island and then go East. At the cut scene, select "Retreat".

SAILOR'S ISLAND

You'll find yourself plunged into a whole new adventure, and meet a new comrade. At least, he will be a comrade when you talk him around...



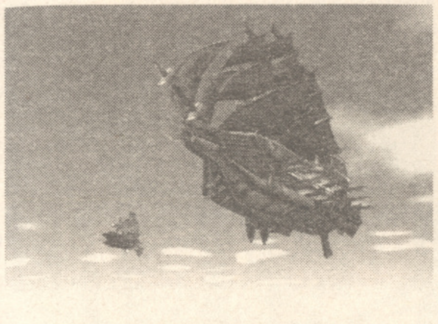
You'll meet Drachma. At Sailor's Island, go to the ship parts shop and talk to the merchant. There's Gold on the top floor of the inn. Take it to the weapons shop, and speak to Pinta.



Find the balloon in the lighthouse. Speak to Drachma at the Tavern and choose to beat around the bush. Go to the Sailor's Guild, speak to the merchant and accept his offer.

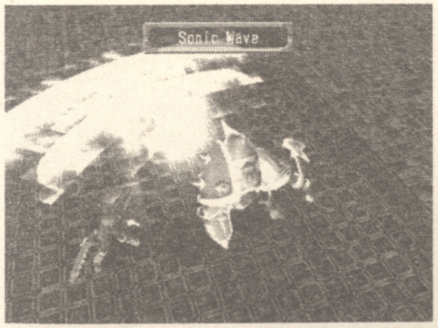
VALUA

A daring rescue from the dark city of Valua sees yo starting to prove your worth. The bosses are getting tougher now, so you'd better be earning those Experience points.

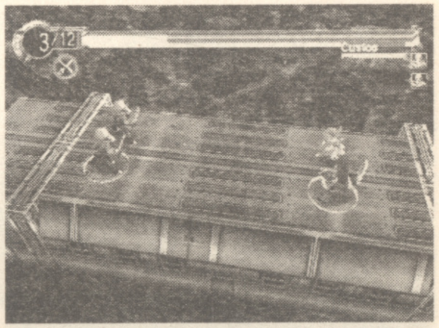


Fly alongside the barrier of rocks. You'll face your first ship battle, then arrive at Nasr. Drop off the merchant, backtrack and go West to Valua. When you arrive at the inn there, stay the night: Drachma will pay. Choose to sneak into the Coliseum.

Next morning, head for the hole into the catacombs. Before it, there's a passage behind some barrels to a Moonberry. The catacombs are straightforward, but when you see a left turn, go straight on instead for the Assassin Blade and Heavy Armour.



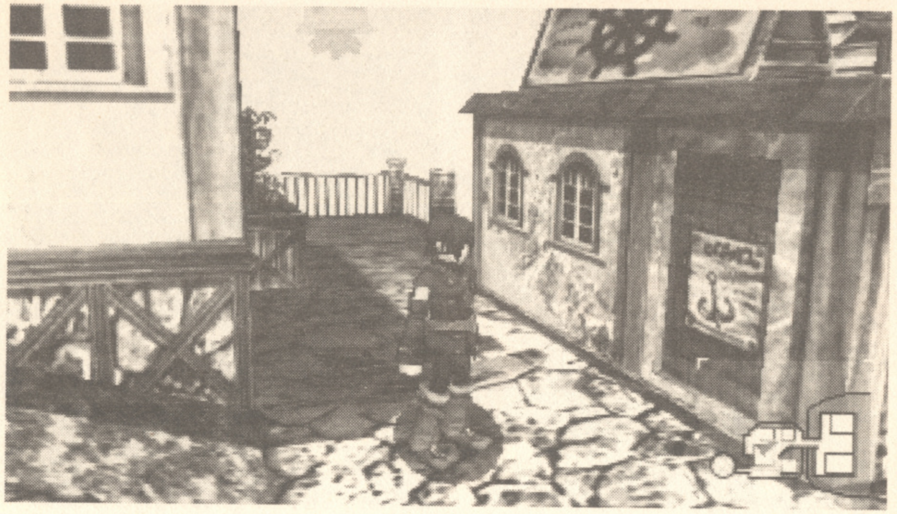
Use the red attribute and the usual strategies on Blelgock. When you face Carcer, set to green and use Drachma's Guard move. Nothing else will have much effect. Get rid of the spell casters as quickly as possible. When it's over, choose to save Fina.



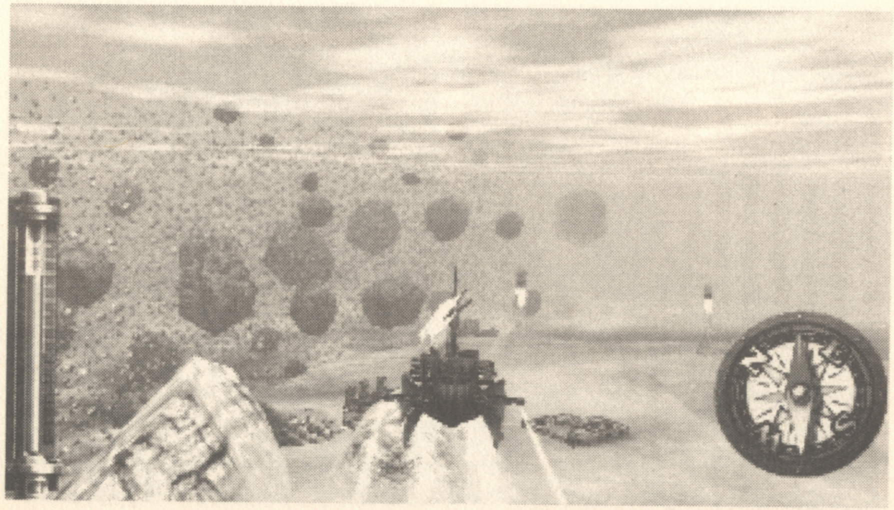
The rail car section is also quite simple. The guards can be taken care of with the usual strategy. Choose "Never" when facing Galcian. On the ship battle, just guard and focus until you can use the Harpoon Cannon. Return to Pirate's Isle when it's over.

THE RED MOON CRYSTAL

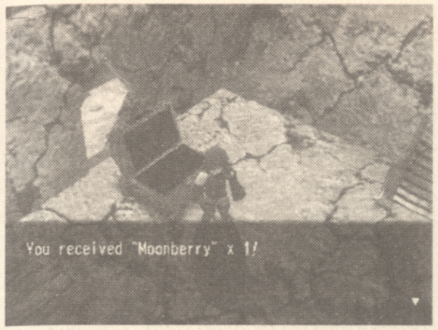
At last, the real quest begins. The first of the Moon Crystals isn't the easiest to find, and you'll have to fight for it at the end. Get used to it...



Choose "Leave everything to us!". It's a good idea to set out for Shrine Island first, since there's a Cham there and Fina needs experience. Then go to Sailor's Island for repair kits.

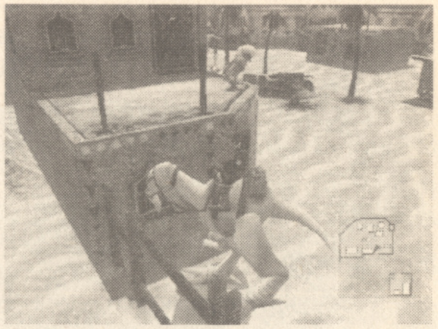


Find Maramba, land and go to the other part of town. There's Gold on the Tavern roof. Go inside and choose "That sounds like a great idea!" and "Hehe. Okay, I'll stop staring".

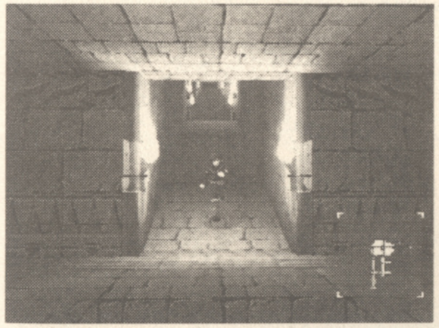


You received "Moonberry" x 1!

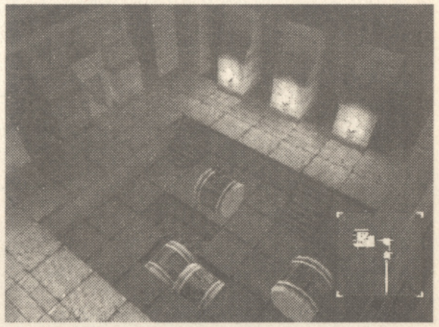
Drop down the well and find a ladder that leads to a Moonberry. Also, by manipulating the switches on the barrels, you can find the way to an Excavation Arm and a Gem of Fluidity. Return to the main town.



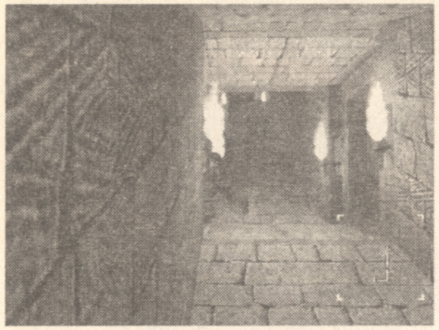
Hop off onto the roof of the building with the poles and find the Combat Mail downstairs. Spend the night at the inn, which has a Cham and Magic Droplets on the upper storey, then go to the docks and tell Bellena, "We'll do it!" Pyrnn is to the North.



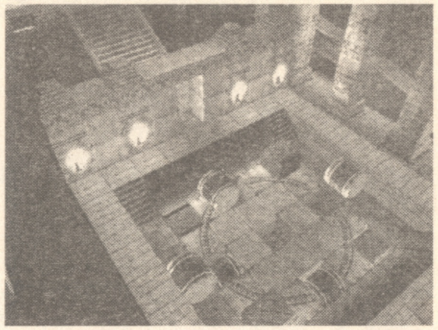
Inside Pyrnn, go straight on until you see the boulder drop, then run. You'll come to a room with three barrels and three holes in the floor. Put the barrel on the left in the bottom hole, the one on the right in the middle hole and the bottom barrel in the top hole - in that order - to open the door.



There are three chests in the next set of rooms, each containing a battle. Complete these for items, then proceed until you come to another barrel puzzle. This time, move the red one at the top into position, then the red one at the side, then the blue one at the top and the blue one at the side.



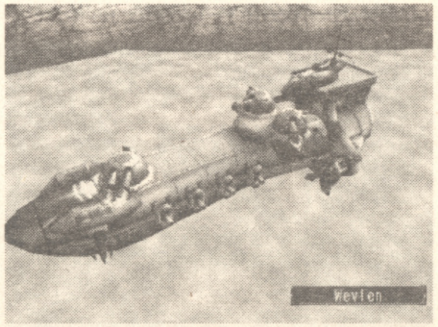
There's another boulder run through the new door, but don't miss the hidden passageway halfway along it; there's a Cham to the left and a Moonberry to the right. Go through the lava room, then left at the end of the passage and open the chest to face Zivilyn Bane for the first time.



Go back for the final barrel puzzle. Move the right-hand blue barrels first, upper then lower. Then move the left-hand blue barrels, in the same order, and finally the red barrel. This will release the lava, so release the water to harden it and cross to the other side.

Volcanic Blast

Use blue attributes on Rockwrym. Keep your HP high. Cutlass Fury and Crystales magic are most effective here. Outside, you'll face the Red Gigas Recumen. It won't make any difference what you do, so just guard and use the Harpoon Cannon. Retreat when you get the chance.

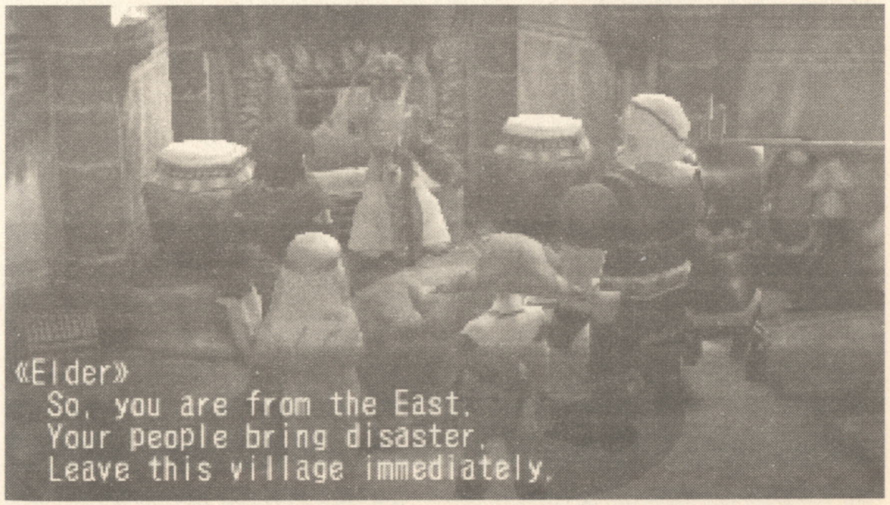


The Lynx is a tough battle. She does a lot of damage, so use plenty of repair kits. Bombs are useful, but really you should just stay alive long enough to use the Harpoon Cannon. Choose to try and catch her off guard, and to go into a sharp climb when you get the option.

THE GREEN MOON CRYSTAL

Vyse starts to get more ambitious as the search for the second Crystal begins. Uncharted territory makes for rough sailing, and the natives aren't too friendly...

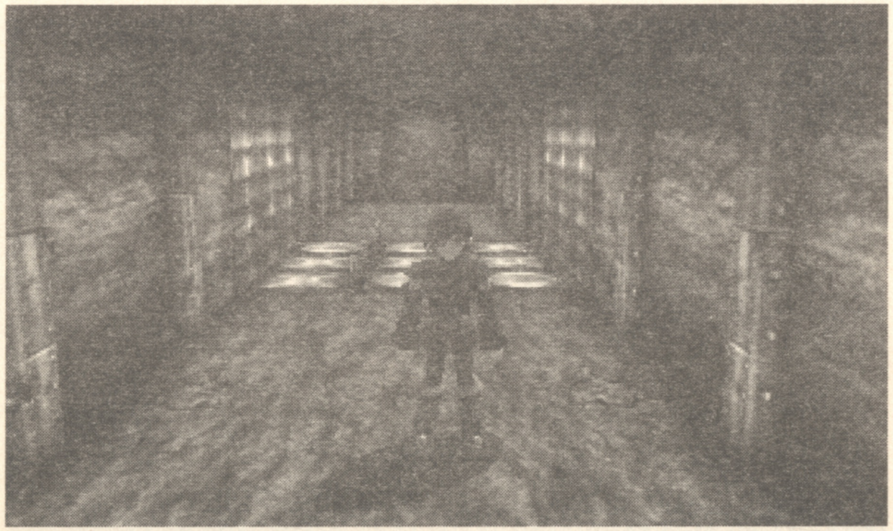
Replenish at Marambas, then head South-West to Ixa'Taka through the tornadoes. It's tough, but keep going. When you see the flying leaves, you're getting close.



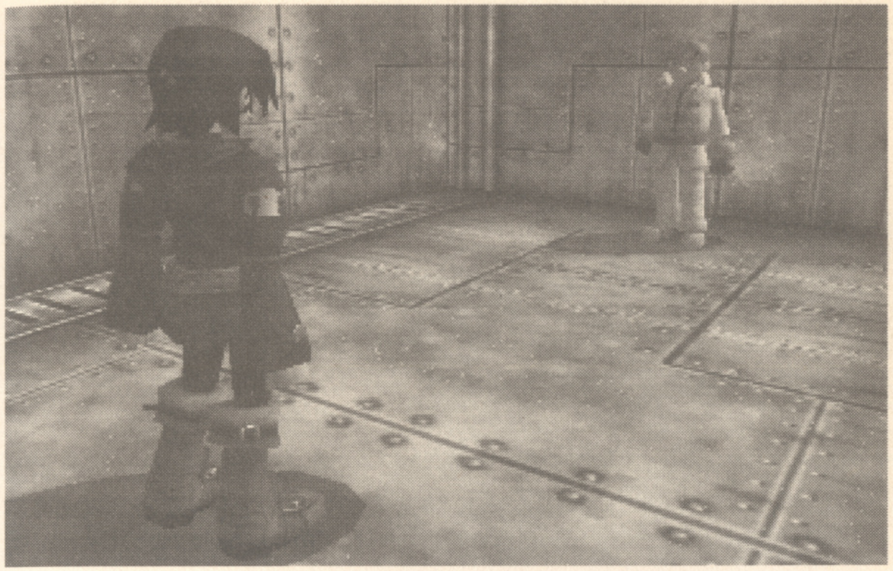
«Elder»
So, you are from the East.
Your people bring disaster.
Leave this village immediately.

Head North-East and dock at Hoteka. Go down a ramp, up another ramp and down a ladder. Go through a tunnel to the Elder's house. Speak to him, then search for items.

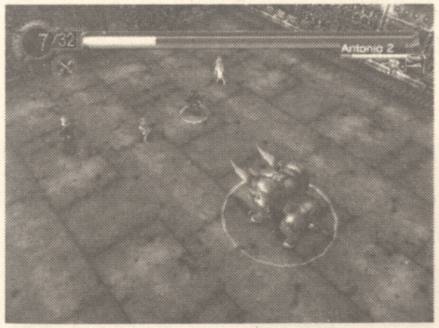
Get on the derelict ship and find Sacri Crystal x25, then speak to Hans and return to the ship. Go North for a battle with a Valuan flagship. Fight this as you fought the Lynx, then on to the King's Hideout. Choose to break into the mines and find the Cham before you leave.



The Moon Stone Mountain is to the South-West. Enter and head left. Take the left fork for a Cham, then to the top and right. Talk to the man, then out and forwards. Walk on the "X" tiles only. Past the tiles, take the left of three paths, but search the middle for a Cham.

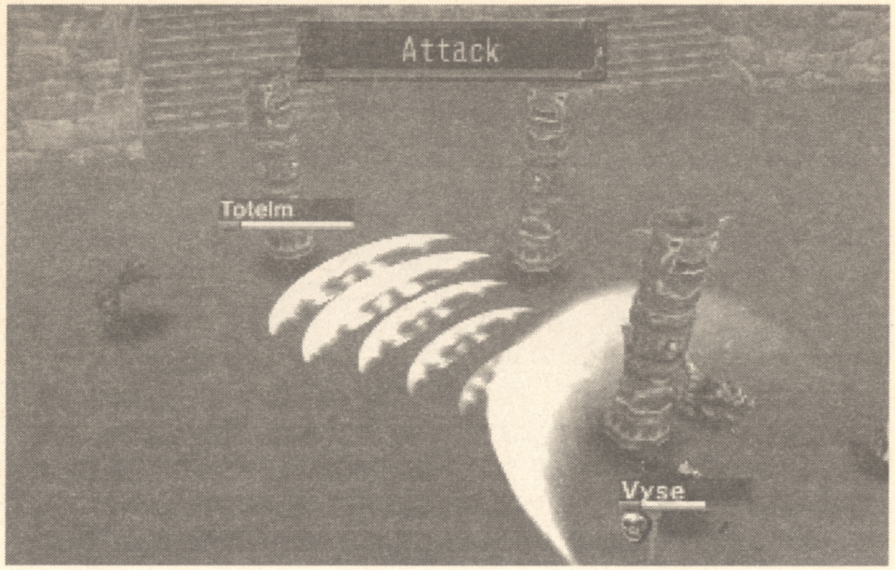


Search all the rooms. In the large room, left and fall down for extra items (but a longer route), or right and fall down to continue. Then fall down the middle panel. Find and release Centime. Take the lift to the next floor. Go straight on at the fork to find items, then back and take the other fork.

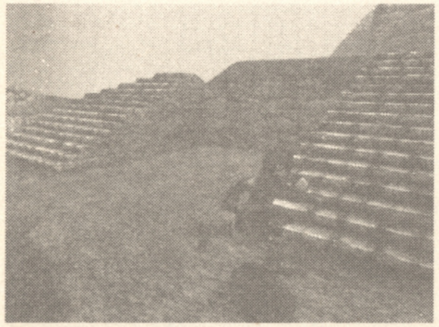


Go left in the large room and find another lift. Use it and go across the bridge. Kill the guards, then search all the rooms. Through the opened door to fight Antonio 2. Usual boss strategy applies. Lunar Blessing and Skull Shield are useful, otherwise, attack with Drachma.

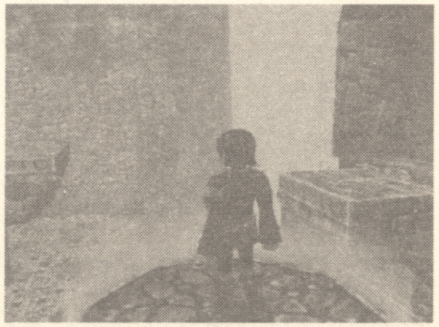
Return to the Hideout and dock. Then take the ship up to the forest atop the rock on the left. Search for the Golden Giant. The Eagle is just beyond it to the West. Go North-West to find Rixis. Put the Bird's Eye in the right statue and the Golden Man's in the left. Find the Cham and enter Rixis.



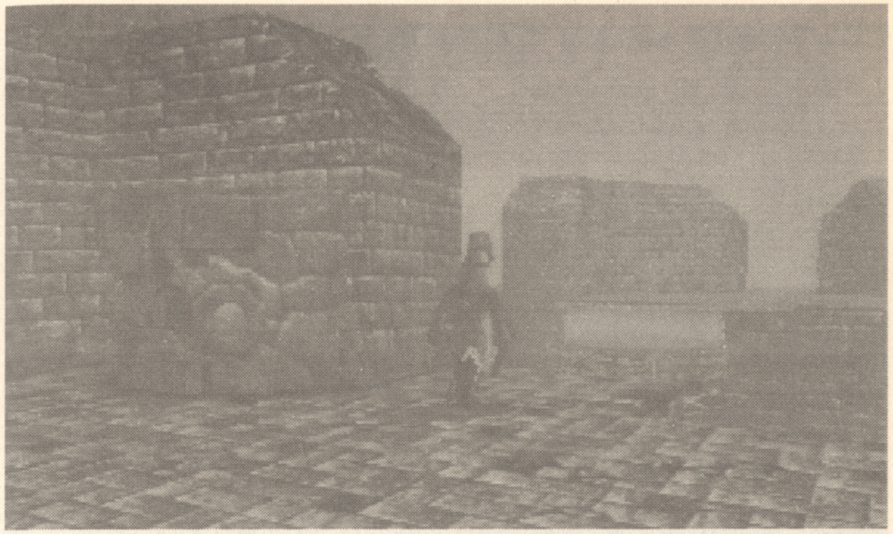
Go to the left, behind the wall, up several staircases and to the top of the wall. Take the floating platform across. Go down the steps for Risen x3. Go back up, up some more stairs, forward and down. Through the stone doorway and right. Go past the two staircases for a Stonecutter.



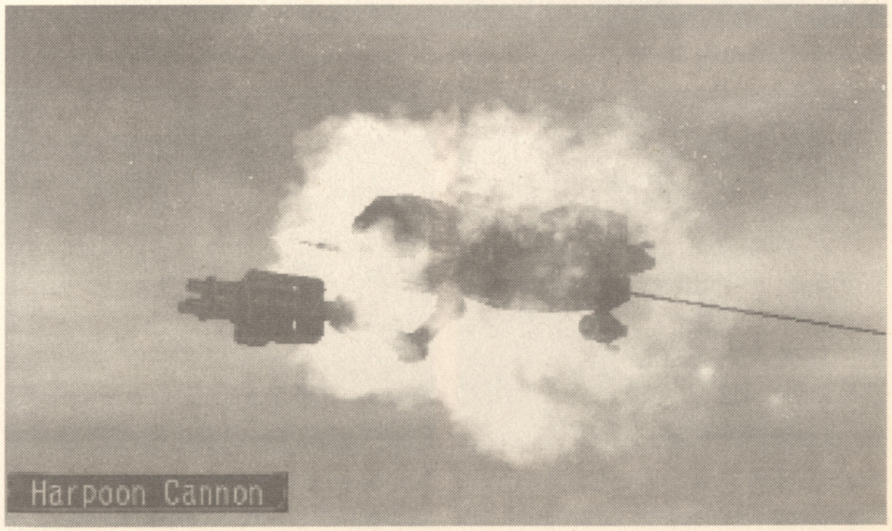
Return to the staircases and up the right one. Keep going until you arrive at a ledge. Sacrulen x2 is behind the steps. Stand on the ledge and take a platform to the next ledge. There's a Cham at the top of the stairs. Open the chest to face Zivilyn Bane again. Use the same strategy as last time.



Down the stairs to find 1186 Gold. Ride a platform, go right and find a Moonberry. Go back and up the stairs. Get the Light Coat and go upstairs. Take the moving platform to a Ruin Arm and return, then take the next platform to an Icyl Seed. The other ledge leads to the ghost.



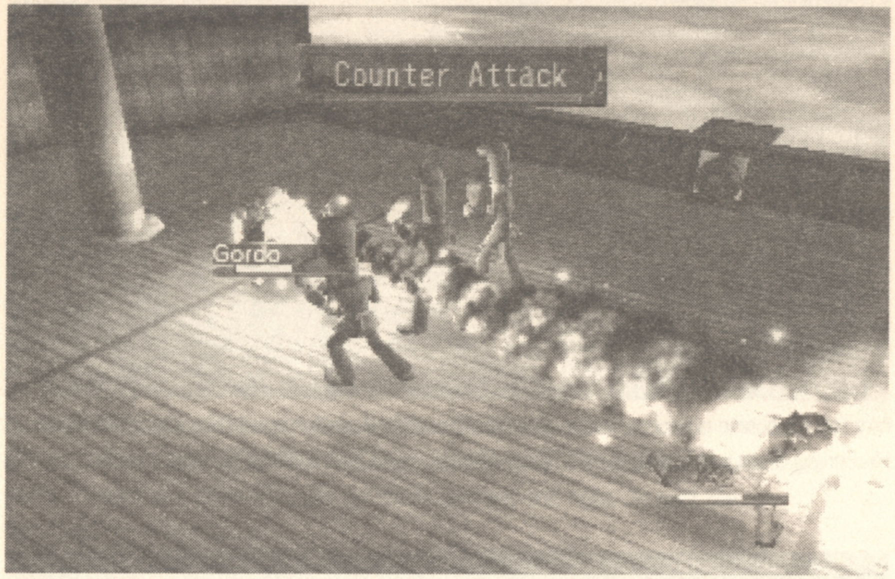
The ghost must be cornered. Walk round the opposite way and try to head it off. When he's forced onto a platform, you've done it. The second platform will take you to Rik'talish. He can be dealt with using Vyse's Super Moves. Use Curia if Rik'talish uses magic.



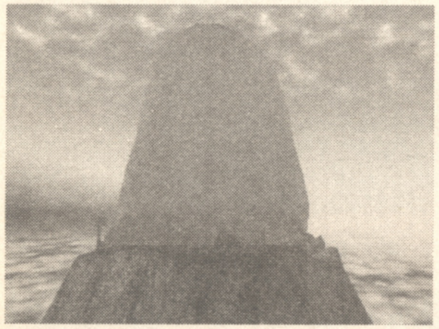
You then face two ship battles. These use the usual strategy. When you knock Grendel into the valley, you've won and the Green Moon Crystal is yours. Leave via the gap in the mountains, search for discoveries on the islands as you return North.

DIVIDED AND CONQUERED

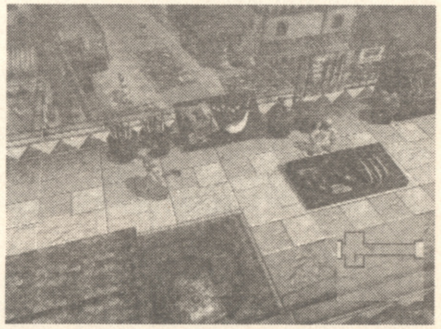
Just when you thought you were getting somewhere, it all goes pear-shaped. You'll meet some new friends, though, and the ship you'll get at the end is well worth it.



You'll be attacked by Gordo. A Rain of Swords will see off his Mad Chefs, Cutlass Fury for Gordo. Continue through a valley to the Maw of Tartas. Choose to go with Drachma.



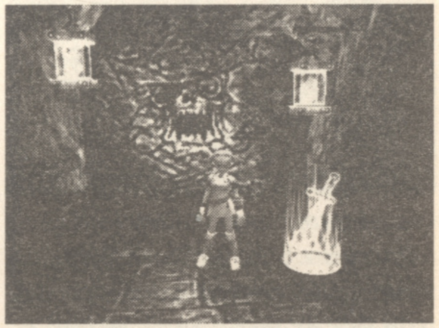
When you find Rhaknam, you'll fight a Valuan Gunboat - one shot from the Harpoon Cannon will do it. On the island, go to the right-hand cave and get the map from the skeleton. Explore the island.



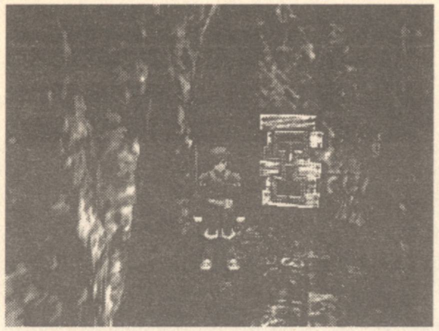
Take Aika to the weapons shop in Nasrad to get the Abrik Cham. Get a room at the inn. You'll switch back to Vyse. First you need to hunt for 15 Grapor Meats, then search for five bits of firewood.

Find the moonstones. Two are around the middle of the forest, another is in the left bottom part and the remaining two are around Gonzales' grave and the fire signal. When you board the Claudia, choose "That's a little messed up" and sail South. Tool up at Nasrad and go to the inn.

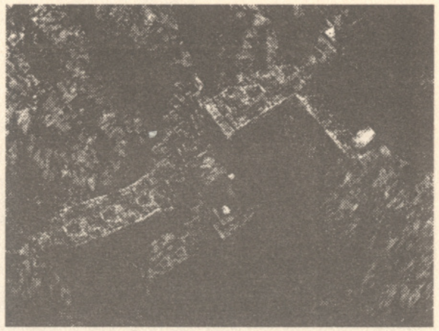
As Aika, get goodies at the tavern then get Pedro's Map from the man at the inn. Then take Vyse to the palace and tell the guards that you have important information. Try to build up a big stockpile of Sacres Crystals before you take Aika out to Daccat's Island in the North-East.



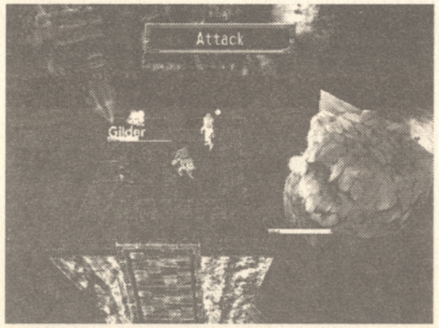
Walk on the plate before you try to open the door, but first look for the Cham. Then take Vyse out to Daccat's Island and do the same thing. Aika should go left inside and find a Skywing, then look for the Vyse/Aika symbol that will let you control Vyse again.



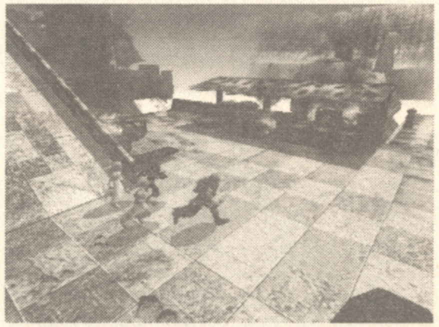
Vyse should go right and battle Zivilyn Bane. Return to the fork, take a right here then a left. Press the switch. Find the Vyse/Aika thing and take control of Aika again. Find different items in this area by switching between the two, manipulating the switches and stepping on the platforms.



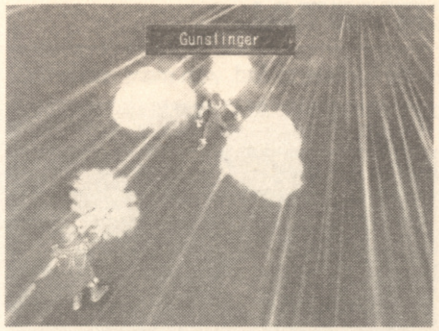
Find as much as you can in this area, 'cause you've got a pretty tough boss ahead of you. There are two Moonberries, Maiden's Armour, Magic Droplets, a Cham, an Electrum Box, a Vidal Seed, Magic Dew and Gold. The moving staircase puzzles can be worked out with a little patience.



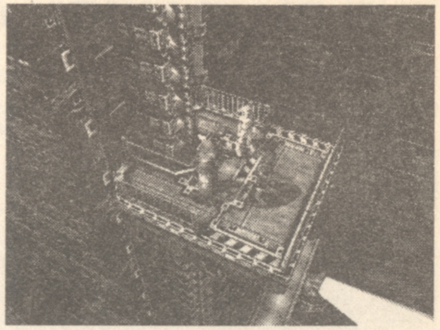
Use red elements against Destra and purple against Sinistra. Aika and Fina should support with healing, and Increm to boost Vyse and Guilder. Attack one head at a time, since the loss of a head will stop it from using Death Waltz. Use Vyse's Super Moves and it should die eventually.



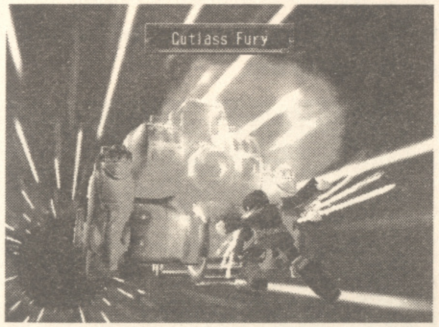
Get Daccat's Coin - it's worth 20,000 Gold. Return to Nasrad. After the Armada attack, choose to surrender. Gilder springs you out and into a battle. Once you've won, select "Prisoner Block 200 2nd Floor" on the lift.



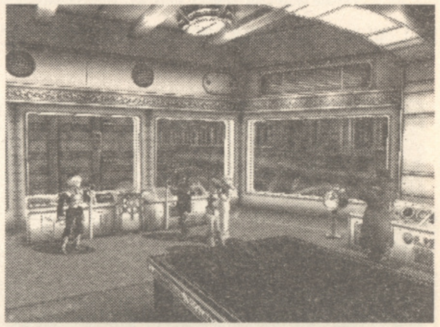
Outside, you'll have to fight Vigoro, who can be dealt with using Super Moves. Use Curia to counter his special attacks. Give Aika armour when she returns to the party. Select "Fortress Cannon Room Battery 28" on the lift. Exit via the door, then head up and use the stairs.



Go into the cannon barrel, then right and up some stairs. Take the lift, go forwards and release Fina. Give her armour too. Take the lift back down. Go into the harbour, avoiding the spotlights. Find a Moonberry on the second level, then up and face Zivilyn Bane again.



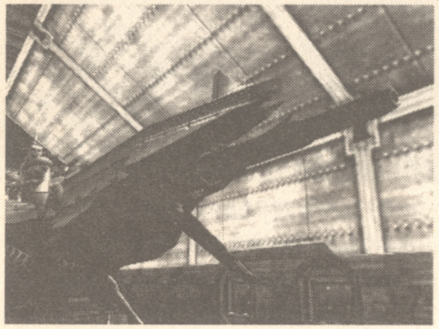
There's another boss beyond the door. Only use Super Moves on the Drakor Tank. If you're not healing or attacking, just guard. The Tank has enough power to knock out Aika and Fina instantly, so only attack with Vyse and Gilder.



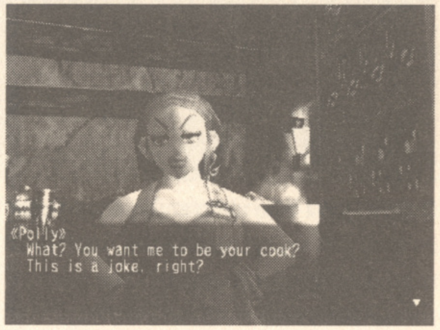
Choose to hop on the lift. Enrique will ask if you will follow him, and you should say "Of course you can come with us". You should get the Green and Red Moon Crystals back.

THE BLUE MOON CRYSTAL

The quest resumes. The Blue Crystal is probably the hardest to find, with more uncharted territory to be found. And by the end, you'll discover that the world is round...

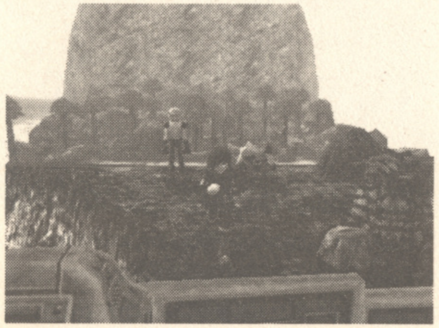


The ship battle that you face here is easy with the Delphinius. Only the Moonstone Cannon has any real effect. There's no need to heal - just guard until you can fire that cannon. Afterwards, Vyse will be nominated as Captain. You should accept, of course.

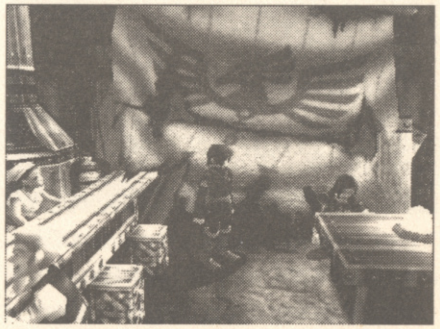


«Polly»
What? You want me to be your cook?
This is a joke, right?

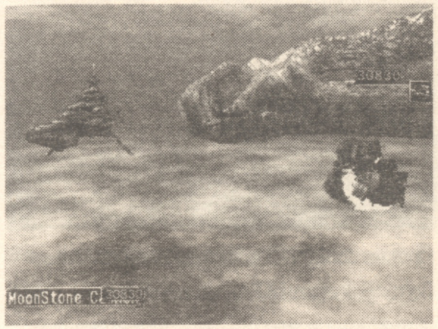
Find the moving panels in the bridge for a Moonberry and Marco. There's also a Cham on the deck. Gilder will now leave the party. Get Polly, Lawrence and Pinta from Sailor's Island, and the Cham in the lighthouse. Go to Nasrad for two more crew, sell the Coin and tool up the ship.



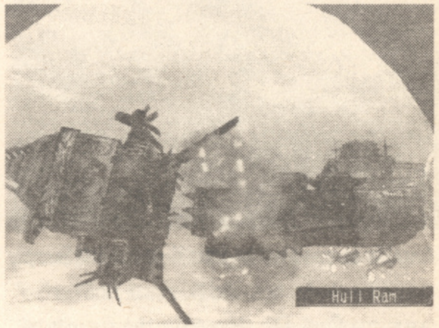
Go North-East to Crescent Isle. You'll have to pay up to Brabham and Ismael- if you don't have the cash, sell some stuff. Choose a flag, it doesn't matter which. Also choose "Try and cheer her up!" when talking to Fina. Head for the South Ocean, then East to Esperanza.



Enter the city, climb down the ladder and find the Cham. Through the doorway to 2248 Gold. Hit the yellow switch in the building close to the inn. Climb the ladder for Uniform x3. Find the merchant at the back of the town and get equipped. Talk to the sailor in the tavern.

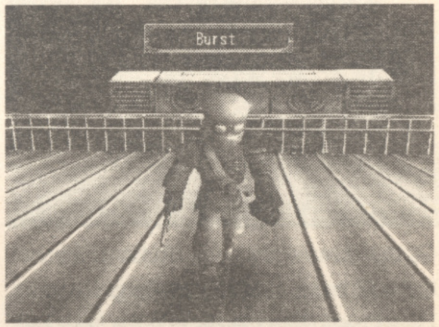


Follow the story until you face the Armada. There are now three ship battles in a row. The Gregario Cruiser can be tackled with the Moonstone Cannon in the second round, so focus for the first round. Down the Gunboat by choosing to close in when given the option.

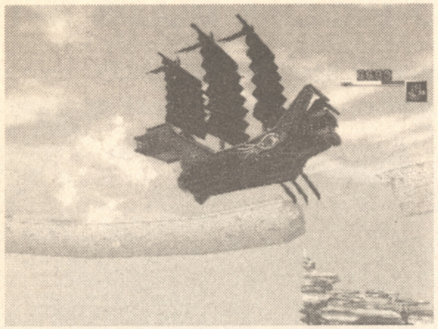


The battle with the Flagship will be lengthy. You'll find Increm useful, and watch out for barrage attacks, which often come after the Hull Ram. Return to Esperanza, rest at the inn and get yourself more equipment. Head South-East in the Delphinius and enter the vortex.

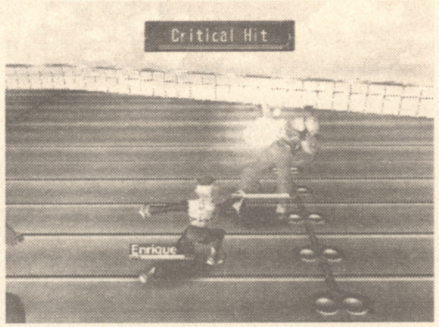
You'll find yourself in a dungeon. Take the Delphinius around and be sure to search all the ships for treasure. You should find a room with walls of plants. Find a hole in the left wall and go through. Find the Dream Cutlass, then into the vortex to find the Black Moon Stone.



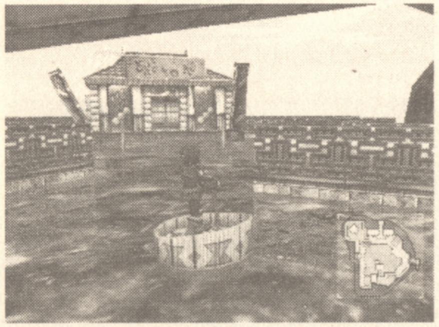
Try to find Robinson: if you have Polly, he will join you. Then, just keep wandering until you see a column of rocks. Move up until you see the ship on its left. This contains another battle with Zivilyn Bane. The usual tactics should work. There's a vortex nearby, which is your way out.



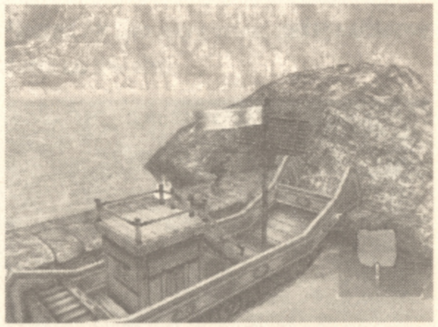
Anguila is easy enough to dispose of. Simply stay where you are and pummel it. Then, leave the Dark Rift. Head for the sky rift to the North-East. The Guardian Walls are beyond the rift. Go North and fight the Tenkou. Cannons won't have much effect, so use torpedoes boosted with Increm.



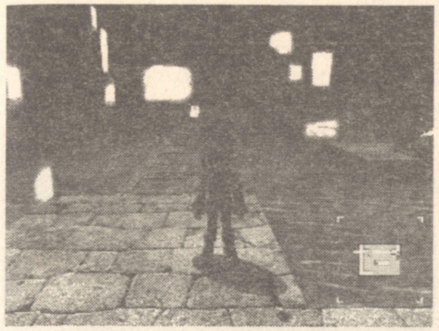
Choose to fight the Tenkou leaders. When fighting Jao and Mao, concentrate everything on one of them. Alone, they're pretty weak. Then, go North to Yafutoma. The city is in the North-East. Meet Lord Mikado and discover the location of the Blue Moon Crystal.



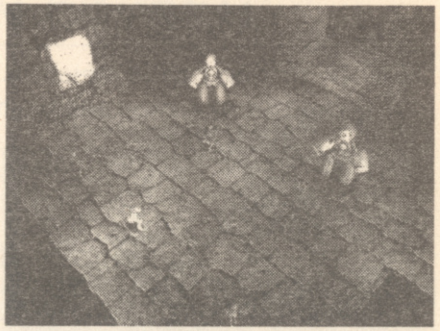
Go to the main city in the lift. Go to the half-built house, and recruit the girl there. Go upstairs. Take the lift, ride the ferry and go down a waterfall. Urala from the restaurant in the North-West will join you. Talk to the merchant and get the Underwater Suit. Choose to go to Mount Kazai.



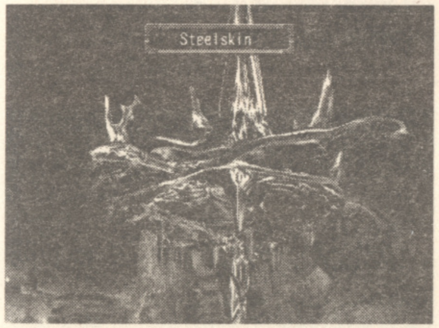
Go inside Mount Kazai and head for the large room. Operate the switch and go left. Continue until a choice of routes, then go right. Find the underwater area, then the switch nearby. Press it and return to the water. Go forward, then left. Look for a passage that will lead you to Bane again.



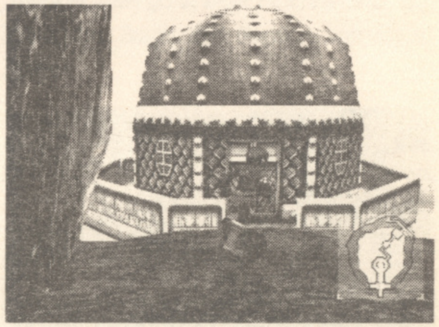
Return to the large room. Go East and right, then down and up. Operate the switch and return to the large room. West and straight on, ignoring two forks. Left at the third, left again and down to a switch. Press and go back, drop down. There's an opening in the wall. Back to the large room.



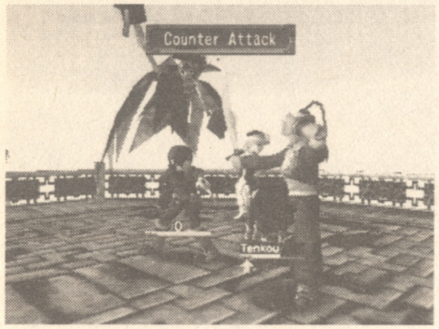
Down the ramp. Straight on in caverns to find a Moonberry. Back to the fork and South to fight robots. Hit the switch in the middle of the next area and right. Hit another switch and proceed. Through the doorway, press the switch and cross the bridge. Descend on a platform, then a lift.



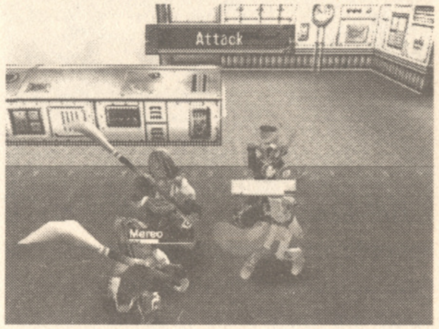
Cross the bridge and fight Tortigar. He isn't an easy boss, since his guarding is very good. Try to keep everyone conscious and use the Special Prophecy. Beat him and the Blue Moon Crystal is yours. Talk to the ship merchant and you'll go back to Yafutoma.



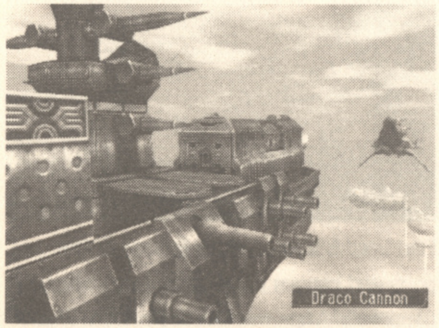
Find Lord Mikado. Talk to Belleza at the port, and choose to "Wait and see what happens". When you talk to Princess Moegi, choose to run and hide. Go right in the secret passage to find Sacrulen Crystal x4. The left path leads to your escape ship, and Exile Island.



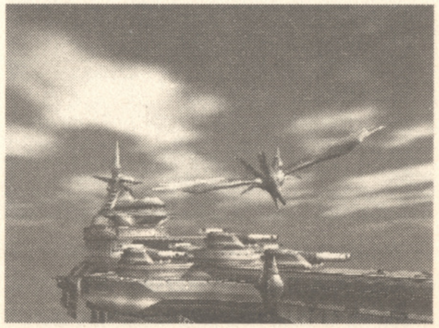
The path up to the top is straightforward. You'll face some random attacks, but these are easy to deal with if you use Skull Shield. There's a Cham on the way. Choose to help Daigo, then return to the escape ship.



Once you board the Delphinius, you'll be attacked by two groups of four soldiers. Just take them out one at a time. Then go to the bridge and take the Delphinius back from Muraji. Attack his soldiers first and you should have no problems with Muraji himself.



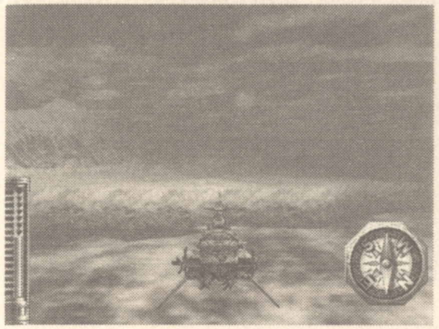
Vigoro's Flagship is next up. The only advice here is to guard well, since the Draco Cannon is pretty formidable. He'll fire it on most of the red turns. Your own weapons are well capable of taking him down, though.



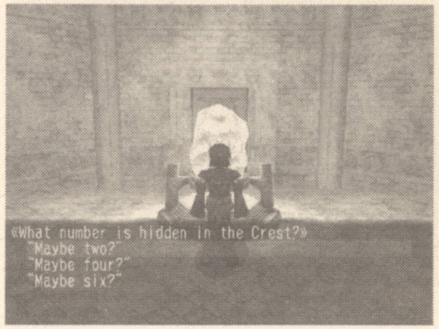
The Gigas will now move in to attack. Its attacks are not all that strong, and although it will probably take about three hits from the Moon Stone Cannon, it shouldn't be too hard. After you reclaim the Blue Moon Crystal, return to your ship and choose to go East. On to Disc 2...

THE PURPLE MOON CRYSTAL

This should seem pretty easy compared to the last search, but don't get cocky. The Purple Crystal is guarded by a pretty vicious boss, and you'll have to watch you don't get lost.

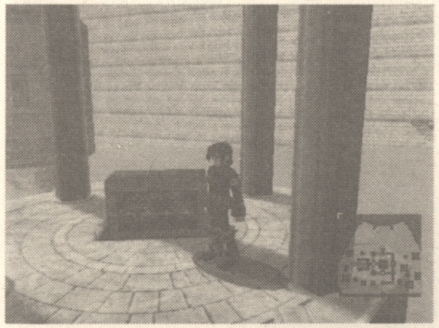


Go South-East along the barrier of rocks until you see the gap in it. Go through and back to Crescent Isle to establish that the world is round. Explore the island and talk to everybody, then go to the Land of Ice, which is South of the South Ocean and West of the Dark Rift.

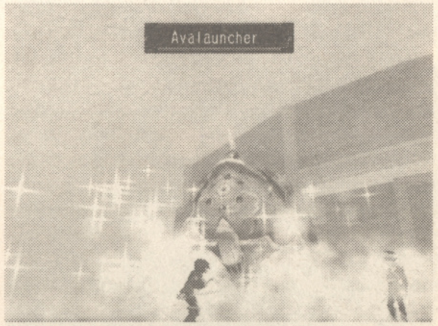


«What number is hidden in the Crest?»
"Maybe two?"
"Maybe four?"
"Maybe six?"

Go to the light blue bit to enter. Find the Cham, then give the Guardian Crystals these answers: "Power of Ice", "Maybe Two", "Will and Spirit". In the next area, ride the platform, then go to the fork in the path. Go West, then South, then North to find an Ice Splitter.



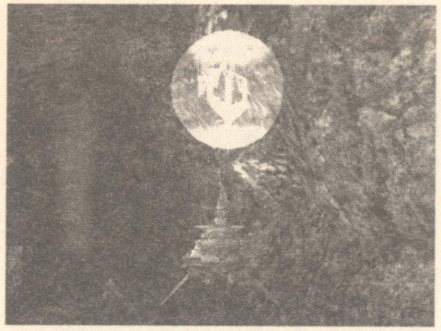
Return to the original fork, this time heading East. At the next fork, go West to fight Zivilyn Bane (yet again). Return to the intersection and head North. Use the lift and go in a straight line to find a Frostblade. Back to the fork and South for a Cham. The North split leads to Veltann.



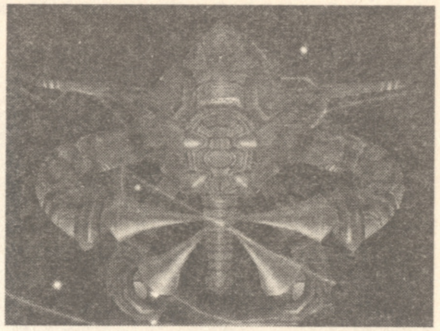
The Avalauncher attack will cause havoc, so use a Sacrum Crystal in every round. Other than that, use the usual Super Moves, boosted with Increm. When he's gone, use the platform, then right to find a Moonberry. Go back to the door for the Purple Moon Crystal. Choose to "Let him go".

THE YELLOW MOON CRYSTAL

Don't be fooled. You don't have to go far to find the Crystal, but it's easy to get lost.



Go under Tartas. To the opposite wall in the large room, then left and through the passage. Straight on then right for the save. Go to the yellow bit nearby and up.



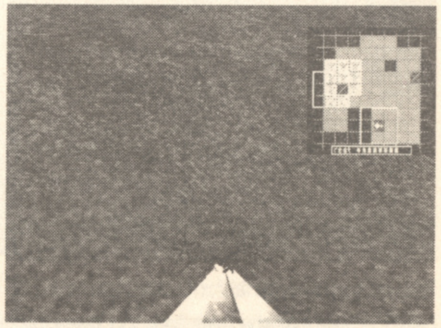
Use the Moon Stone Cannon on Yeligar, and attack from above. Pursue and the Crystal is yours. Next, go below the clouds North of Pirate's Isle. Descend into Dangral Island.

THE SILVER MOON CRYSTAL

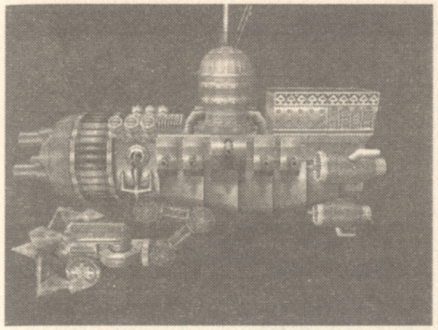
You'll need to make preparations for Fina's return home to where the Silver Crystal is, but be warned that disaster will strike. So near... and yet so far...

«Aika»
These must be the plans for the ship that Gilder was talking about.

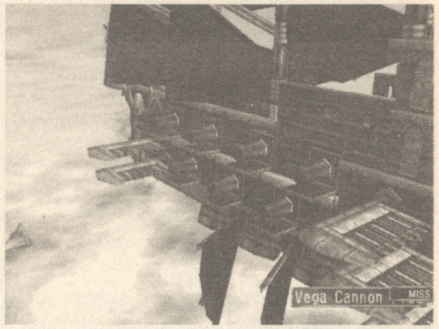
Find a room with a switch. This will shut down the fan. Go past it, down and forward. The door on the East wall leads to items, the one opposite leads to the Schematics. Retrace 'til you meet Galcian. Back to base.



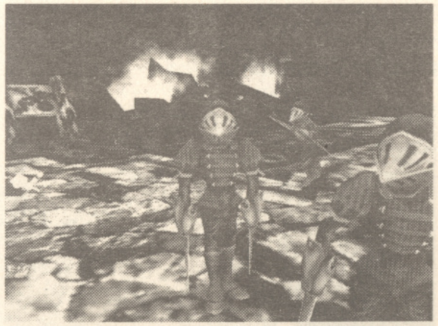
The Vortex is near Dangral Island. On the grid, count 5 squares across, then 8 down. Fina's ship is here. There's Velorium 8 across and 4 down, and 2 across and 5 down. Don't search any other squares.



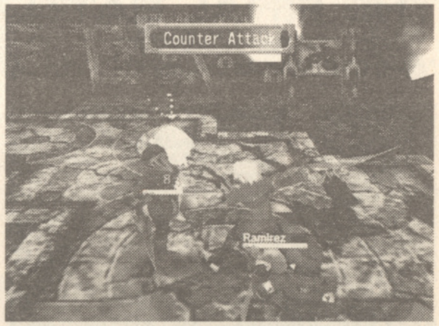
De Loco will attack you again when you find Fina's ship. You'll have to beat him twice, as he whips out a Harpoon Cannon after the first defeat. You can't see the colour of the turns due to the Vortex. Just use Increm and heal regularly and you should be fine. Go to Sailor's Island afterwards.



Baltor will attack you again on the way. As long as you've healed since fighting De Loco, this should pose no problems whatsoever. Enrique will leave you at Sailor's Island - tell him to "Be Careful". Tool up the ship and go back to Crescent Isle.



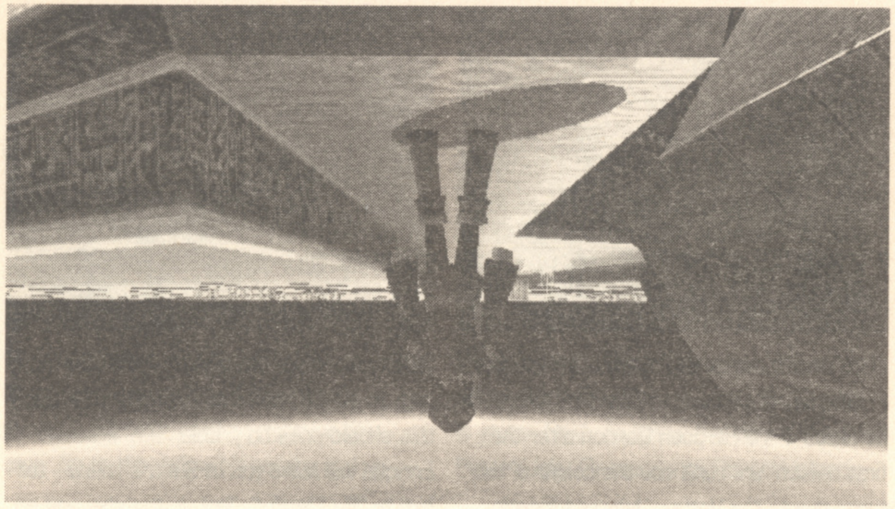
After Fina's going-away party, Crescent Island will be attacked by the Armada. Three assassins will come for Vyse, Aika and Fina. When you've dealt with them, Ramirez will appear and demand the Moon Crystals. Tell him "You'll have to kill us!" and he'll try to do just that.



Just let Ramirez win. Don't think you can beat him. You aren't supposed to, so don't waste your time. Give either answer to his question. Later, tell Aika "I will not give up!", then tell Fina that you understand and "Of course we will". Fina's ship will take you to the Great Silver Shrine.

THE GREAT SILVER SHRINE

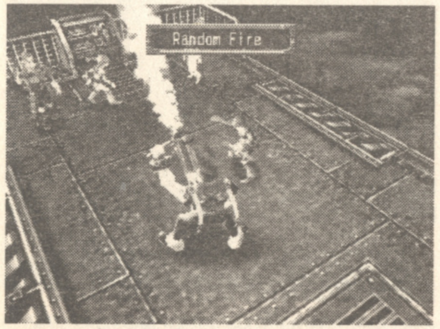
Be prepared for a whole different world as you face-off with the godlike Elders.



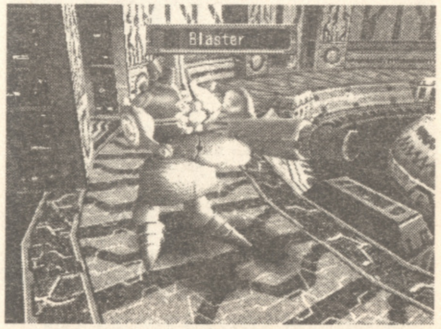
The column of light will take you up. Take the next three rights. Use the lift. Take the side path to a crossroads. The Elders are straight ahead. Say "Who do you think you are?!"

THE FINAL BATTLE

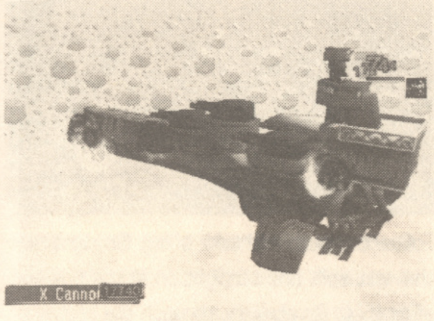
Nearly there now. All that stands in your way is Galcian. And Ramirez. And the Armada.



Back at Dangral Island, return to where you met Galcian and get on the platform. You'll be attacked by Vigoro. At the other end, go through the door, up the ladder and down in the lift. You'll meet Galcian again.



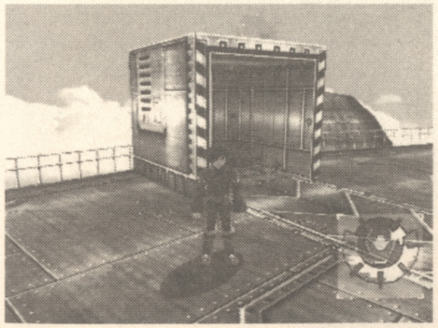
Guard from Eliminator in the round after Target Search and heal a lot. Afterwards, return to Dangral Island. Try to enter Soltis, then back to Crescent Isle. Choose "We can't let Galcian get away with this!".



Board the Delphinius the next day and choose "Let's make history!" You'll fight the Mage Ship and Galcian's Elite, neither of which are particularly tough. The first just needs a couple of hits with a high grade cannon. The second has little attack power and can be beaten slowly but surely.

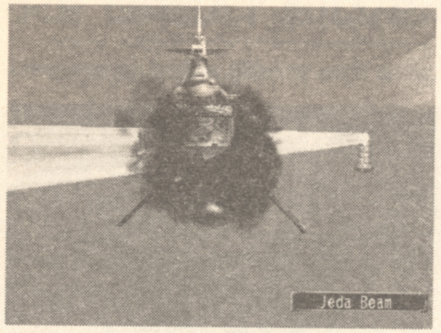
MoonStone Cannon

The Hydra is much more difficult, since it can repair itself and has several strong attacks. You'll need to use a Complete Kit in each round, and as usual, Increm will help turn the tide your way. Be wary of leaving yourself open on any red turn, since he'll probably use his Hydra Cannon.

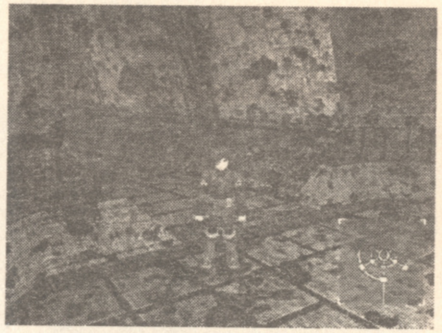


After boarding the Hydra, go inside and turn right. Walk over a bridge and go left. Climb the pole and the ladder. On the deck, head North-West and down another ladder. Go over the bridge and right to find another pole. Slide down and go right again. The ladder here leads you to Galcian.

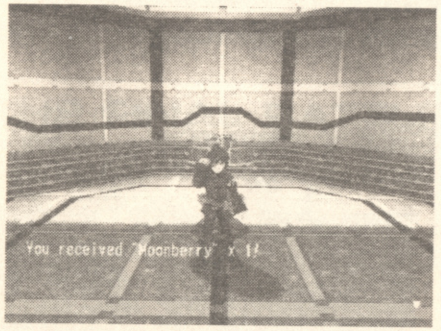
Gilder's Aura of Denial is invaluable, since it blocks Galcian's Eterni magic. Use it every round and only attack with Vyse. Give Vyse Increm and build up until you can use Pirate's Wrath - nothing else will dent Galcian's HP. Galcian survives but don't worry, he'll get what he deserves.



Stick with Gilder for the final stages. Before going to Soltis, spend your remaining Gold on healing crystals, Riselem Crystals, Complete Kits and so on. Then go to Soltis, where Gadianos will attack. Get past him, enter Shrine Island and walk through the large door at the bottom of the steps.

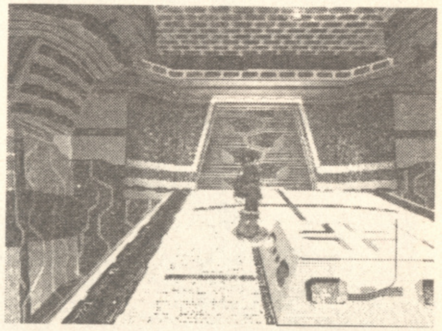


Follow the path and take a left. Go right at the next split and straight on at the one after that. Go straight through the room with four doorways and take the next two lefts. Straight on past two forks and then right. This split has a Cham to the South. To proceed, head North.

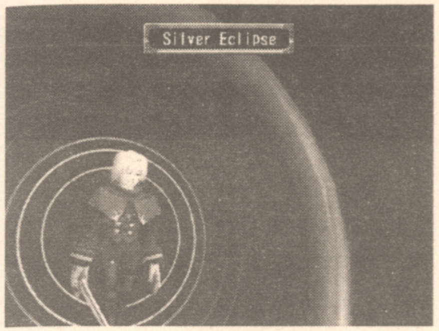


You received 'Moonberry' x 1!

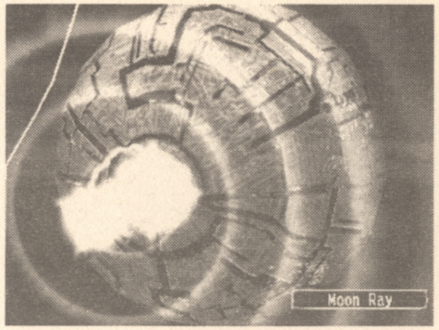
At the tower, find the Cham and go to the transporter. There is a Moonberry behind the door in the next level. Back outside and use the transporter at the end of this walkway. Go up another level and find Zivilyn Bane behind the door (how did he get here?). Battle him for the final time.



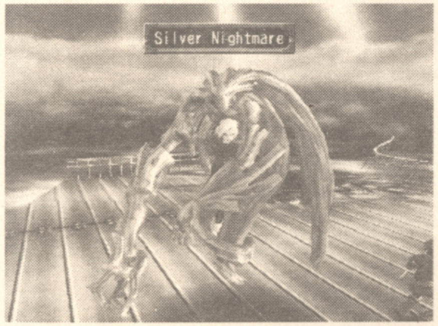
Back outside, turn left and use the transporter to return to the bottom of the tower. Go left and take the transporter up, then get on the nearest transporter on the next level. Get the Moonberry and go up once again. The door here leads to a long path, at the end of which is the door to Ramirez.



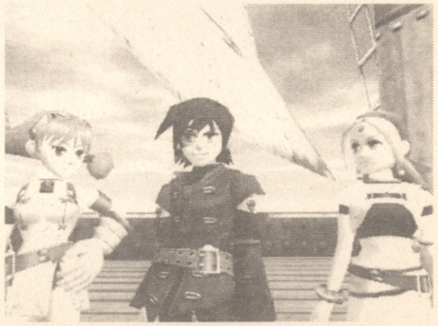
Ramirez has some devastating moves, so heal constantly. Use the same strategy as you used with Galcian, with Aura of Denial every round and attacking with Pirate's Wrath. Ramirez also has Lunar Blessing and can recover 600 HP per round. Cancel this out with Fina's Lunar Winds.



You'll now fight Zelos. This will be a long battle since you can't afford to give it a clear shot at you and you won't get many chances to fire the Moon Stone. Repair in every round. This will probably leave you just one shot at Zelos each round, but keep at it. You'll get him eventually.



You'd think that it'd be over now, but blow me down if Ramirez hasn't survived! He's come back with the power of Zelos and some harsh new moves. The Silver Nightmare allows him to control a member of the party and use their best Super Move against the others.



Don't worry, though. You've beaten him once to get this far and you can do it again. It'll take a little longer this time, but the same strategy will serve you fine. When he's gone, put your feet up and watch peace return to Arcadia. And feel proud! After all, it's all thanks to you!